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HeroQuest

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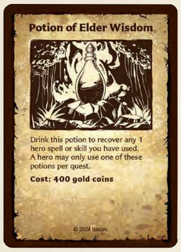
Jungles of Delthrak

Quest Book

Requires *HeroQuest Game System* to play (sold separately).

Alchemist's Shop



Potion of Elder Wisdom

Drink this potion to recover any 1 hero spell or skill you have used. A hero may only use one of these potions per quest.

Cost: 400 gold coins

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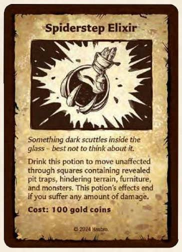
Potion of Elder Wisdom

Cost: 400 gold coins

Drink this potion to recover any 1 hero spell or skill you have used. A hero may only use one of these potions per quest.



Spiderstep Elixir

Something dark scuttles inside the glass - best not to think about it.

Drink this potion to move unaffected through squares containing revealed pit traps, hindering terrain, furniture, and monsters. This potion's effects end if you suffer any amount of damage.

Cost: 100 gold coins

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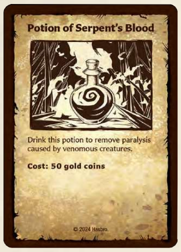
Spiderstep Elixir

Cost: 100 gold coins

Drink this potion to move unaffected through squares containing revealed pit traps, hindering terrain, furniture, and monsters. This potion's effects end if you suffer any amount of damage.



Potion of Serpent's Blood

Drink this potion to remove paralysis caused by venomous creatures.

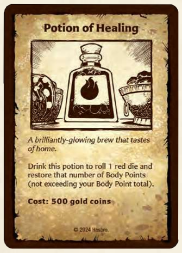
Cost: 50 gold coins

© 2024 Hasbro.

Potion of Serpent's Blood

Cost: 50 gold coins

Drink this potion to remove paralysis caused by venomous creatures.



Potion of Healing

A brilliantly-glowing brew that tastes of home.

Drink this potion to roll 1 red die and restore that number of Body Points (not exceeding your Body Point total).

Cost: 500 gold coins

© 2024 Hasbro.

Potion of Healing

Cost: 500 gold coins

Drink this potion to roll 1 red die and restore that number of Body Points (not exceeding your Body Point total).

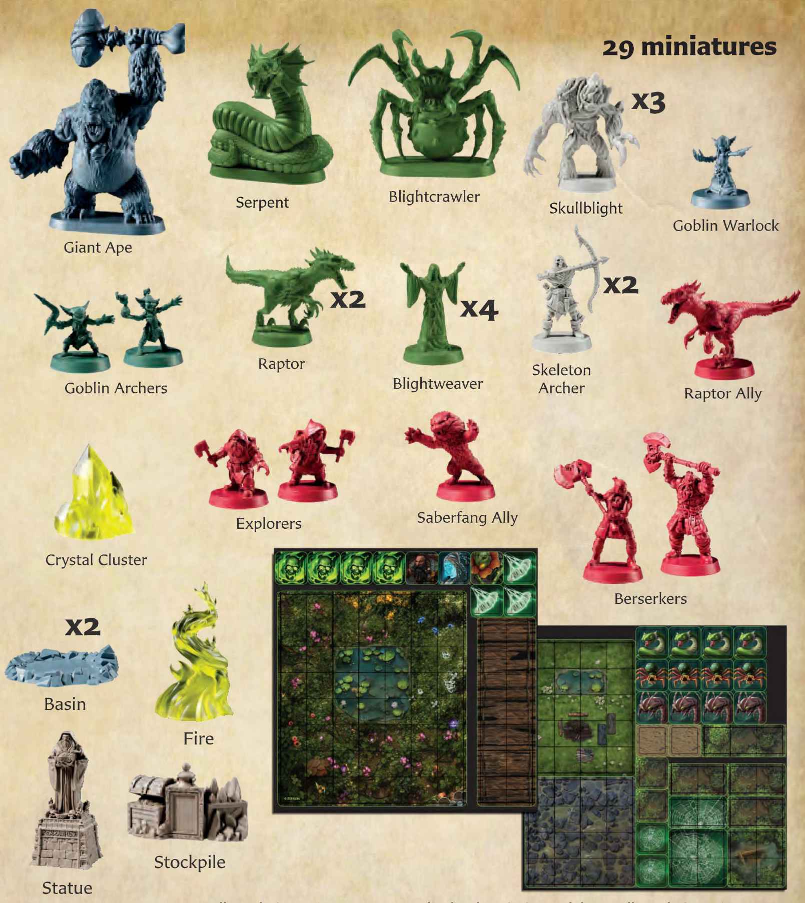
Contents

The adventure continues! This quest pack follows our brave heroes as they traverse the perilous wilds of the jungle lands, home to the recent dwarven refugees of Kellar's Keep. The jungles of Delthrak, as they're called, were originally the dwarven people's ancestral home — but something nefarious looms beneath the leafy canopy, infecting the wilderness to its very roots. As with other expansions, this quest pack must be played with the HeroQuest Game System.

The components included in this quest pack are described here and in the following pages. To learn more about the monsters, see the monster cards and page 47 of this quest book.

Berserker
Treasure Hunter
Serpent
Explorer
8 4 3 6 3
10 2 3 5 1

36 game cards


Giant Ape
Serpent
Blightcrawler
x3
Skullblight
Goblin Warlock
Goblin Archers
x2
Raptor
x4
Blightweaver
x2
Skeleton Archer
Raptor Ally
Crystal Cluster
Explorers
Saberfang Ally
Berserkers
x2
Basin
Fire
Statue
Stockpile

29 miniatures

39 Cardboard pieces (See pages 4 and 5 for descriptions of the cardboard pieces.)

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Components

The plastic and cardboard environmental pieces in Jungles of Delthrak are listed below. Next to certain components you'll see symbols that represent those components on the quest map.

Furniture and Obstacles

Basin

The basin by itself represents a **Pool of Water.** When you need to place a **Crystal Cluster** or **Bonfire** on the board, place the respective crystal miniature and fire miniature on top of the basin. Look ahead to learn more about the different mechanics for pool of water, crystal cluster, and bonfire.

Pool of Water

The pool of water is represented by the basin alone. Creatures may move through the pool of water but may not end their turn occupying the same space as it. If a hero searches for treasure in an area containing a pool of water, they may choose to restore 1 lost Body Point instead of drawing from the treasure deck. The pool of water does not block line of sight.

Crystal Clusters

The crystal cluster is represented by the crystal miniature placed on a basin. These crystals radiate Dread energy. If a monster casts Channel Dread while adjacent to the crystal cluster, they add 1 to their roll result. The crystal cluster can be attacked; it has 6 Body Points and cannot defend. If destroyed, remove the cluster from the gameboard. The crystal cluster blocks line of sight.

Bonfire

The bonfire is represented by the fire miniature placed on a basin. Creatures may move through the bonfire but may not end their turn occupying the same space as it. Any creature who moves through the bonfire must roll 1 combat die. If they roll a skull, they suffer 1 Body Point of damage. The bonfire does not block line of sight.

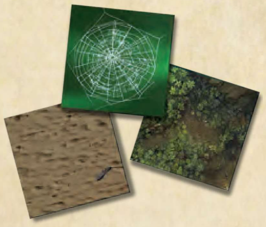
Statue

Each statue is a relic heralding dire times. The statue blocks line of sight.

Cardboard Pieces

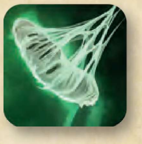
Carefully remove all cardboard pieces from the cardboard tile sheet. Note that the tiles are double-sided; the front and back of many tiles are different.

Hindering Terrain Tiles



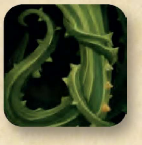
There are three types of hindering terrain: sand, web, and jungle. Each single square of hindering terrain costs heroes and other creatures, including monsters 2 squares of movement to traverse.

Cocoon Tiles



These tiles represent cocoons, concentrations of webbing that may contain treasure or deadly surprises. A hero adjacent to a cocoon can spend an action to destroy it, which removes the obstacle from board. Cocoons block line of sight and cannot be moved through.

Grasping Vine Trap Tiles

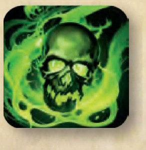


If found during a search, Zargon remarks that the square looks suspicious and points to the square where the trap is located *without* marking it with a tile or other component. Once a grasping vines trap has been discovered, a hero may attempt to jump or disarm the trap.

Springing a Grasping Vines Trap

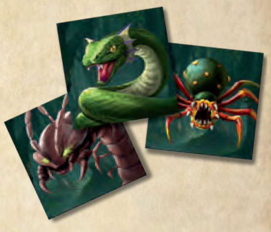
If a hero steps onto the square containing a grasping vines trap, the trap springs and vines lash out to attack them. The hero must roll 1 combat die. On a black or white shield, they successfully dodge the vines and may continue their movement. If they roll a skull, they suffer 1 Body Point of damage and are held in place by the vines. Their turn immediately ends. They cannot move from the square until they or another adjacent hero spends an action to destroy the vines. The hero is then freed and the trap is removed from the board.

Venomous Tiles



Place these tiles on the hero card if that hero fails to resist venom from a venomous monster.

Spawnling Tiles

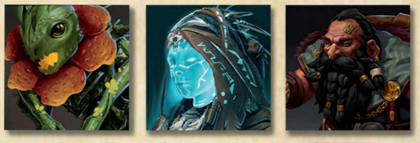


Spawnling monsters can be encountered throughout the quests. A monster with the Spawn ability creates Spawnlings of its own type. See **More on Spawnlings** on page 48 for more information.

- Serpent Spawnling
- Blightcrawler Spawnling
- Giant Centipede Spawnling

Stranger Tiles

These tiles represent individuals the heroes may meet in their travels. Strangers with no given statistic flee if attacked by a hero If they flee, remove the tile from the board.



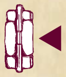
Monster Rules

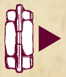
Some monsters in Jungles of Delthrak possess special abilities. See page 48 for rules on the following monster abilities and keywords: Agile, Clever Tactician, Entangling Roots, Venomous, Spawn, Spawnling.

Playing the Quests

The quests in Jungles of Delthrak are generally played the same way as the quests in the HeroQuest Game System. As in the Game System, heroes restore all Body and Mind Points between quests unless explicitly stated otherwise. There are a few gameplay differences in Jungles of Delthrak outlined ahead.

Starting and Ending Quests


Entrance


Exit

The heroes do not always start and end their quests on the spiral stairway. Zargon, see the arrows on the quest map to know where heroes start and end the quest. At the start of a quest, the heroes line up outside the door and ask Zargon to open it.

> **Note:** As with regular doors, an exit door is not placed on the board by Zargon until a hero looks down the appropriate corridor. An exit door is usually opened in the same way as a regular door, unless specified otherwise in the quest notes.

Hero Selection

Jungles of Delthrak introduces two playable hero classes available to choose before embarking on the quests. These heroes can replace one of the four HeroQuest Game System heroes. A group of heroes should not include duplicate hero characters.

Choose Your Path

Unlike other quest packs, the quests in Jungles of Delthrak won't always be played in order. The heroes will find opportunities to make choices between multiple quest paths. As in the HeroQuest Game System rules, heroes restore all Body and Mind Points between quests unless otherwise noted.

Large Monsters

When a monster takes up 2 squares, that monster can attack any creature on the surrounding 10 squares. They can also use abilities, such as Spawn, on the surrounding 10 squares.

Dread Spells

Monsters in this quest pack may cast spells on heroes. Each monster may cast each spell they know once per quest, regardless of if another monster has already cast that spell. Certain monsters have spells usable 'at will'; in those cases, the listed spells are always available to cast as an action. Each spell's effects are listed in detail on its corresponding spell card.

Additional Treasure Cards

Shuffle the treasure cards from this quest pack into the HeroQuest Game System's deck of treasure cards before play begins. Heroes draw from this deck when they search for treasure unless the quest notes specify otherwise.

Monsters Without Mind Points

Spells that affect a target's Mind Points (e.g. Sleep) cannot be cast on monsters with no Mind Points (e.g. Spawnlings).

Unthreatened Movement

If there are no monsters active on the board, heroes may move unimpeded. Instead of rolling for movement, they may treat each red die they would have rolled as a 4.

> **For example,** if a hero's movement roll is two dice, they may choose to move 8 squares instead of rolling. If a hero's movement roll is reduced to one die, they may choose to move 4 squares instead of rolling.

Item Exchange

A hero can pass a potion, artifact, weapon, or any other item or piece of equipment to another hero if adjacent to that hero, and if neither hero is adjacent to a monster. Players may also freely trade items between quests.

Multi-Phase Enemies

Some powerful foes adopt new statistics as the heroes battle them. A monster who changes statistics is still considered the same monster for game effects such as spells. A multi-phase enemy who receives healing will **not** revert to a previous phase.

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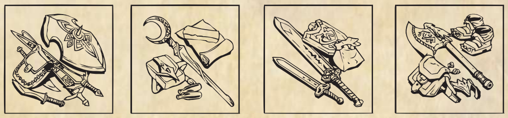
Hero Death – Choose Your Difficulty

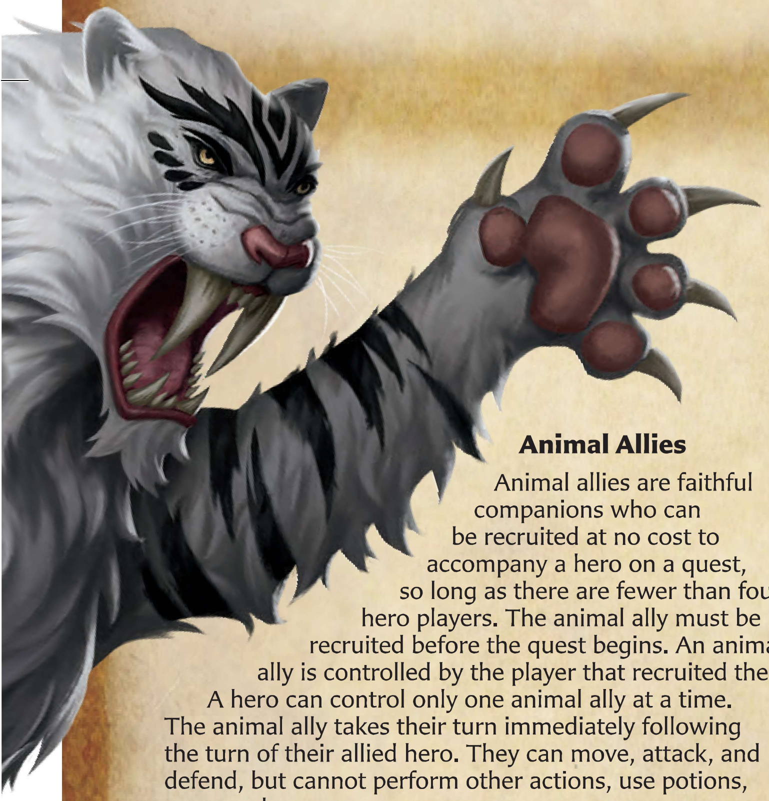
There are three modes of difficulty in this quest pack: **Standard**, **Heroic**, and **Story**.

- **Standard** – In Standard mode, hero death proceeds as written in the HeroQuest Game System rulebook.
- **Heroic** – In Heroic mode, heroes do not die when their Body Points are reduced to 0 but are instead **incapacitated**. Replace that hero miniature with an equipment tile. At the start of that hero's next turn, they take a skull tile to represent their being on the verge of death. If an incapacitated hero starts their turn with the skull tile in their possession, they die. Another hero can use an action to administer a healing potion to an incapacitated hero if they are on or adjacent to the incapacitated hero's equipment tile, so long as neither hero is adjacent to a monster. Incapacitated heroes can be healed in other manners as normal. When an incapacitated hero receives healing, they are brought back from the verge of death. That hero discards any skull tile they possess. Replace the equipment tile with the hero miniature; if they cannot occupy the square they were incapacitated on, place them as close as possible to that square.
- **Story** – In Story mode, heroes become incapacitated as in Heroic mode, but they do not take the skull tile. Incapacitated heroes gain 1 Body Point if Zargon has no monsters active and at least one other hero is not incapacitated. If all heroes are incapacitated, then they've died in their attempt to complete the quest, and rules proceed as written in the Game System rulebook.

Spellcasters and Death

Heroic and Story mode only: If a hero spellcaster dies, they can immediately heal themselves by casting an available healing spell, regardless of whether they had previously used an action on their turn.





Animal Allies

Animal allies are faithful companions who can be recruited at no cost to accompany a hero on a quest, so long as there are fewer than four hero players. The animal ally must be recruited before the quest begins. An animal ally is controlled by the player that recruited them. A hero can control only one animal ally at a time. The animal ally takes their turn immediately following the turn of their allied hero. They can move, attack, and defend, but cannot perform other actions, use potions, or open doors.

The animal ally cannot use or carry equipment, artifacts, treasure, or other items unless it is explicitly stated that the items are intended for them. Any hero can use an action to administer one of their potions to an animal ally in an adjacent square, so long as neither is adjacent to a monster.

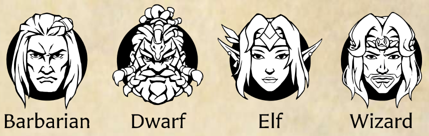
If a hero with an animal ally dies during a quest the ally continues the quest, controlled by the fallen hero's player, until all heroes are defeated.

Optional Rule - Order of Play

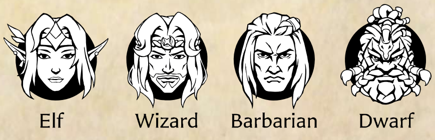
A **round** is the sequence in which heroes take their turns. After each hero player has taken their turn, the round ends. If there are monsters active on the board, the round includes Zargon and ends after Zargon completes their turn. Under the Order of Play optional rule, heroes may decide the order in which they take their turns in a round. Regardless of player order, Zargon takes their turn only after all heroes have taken their turns, as in the game system rulebook.

For example:

Round 1



Round 2



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A Message from Mentor

Hail and well met, champions! I trust you have been well since we last spoke. You have traveled far and wide, through jeweled kingdoms and treacherous lands, and I see as you stand before me how your skills have flourished.

Alas, with this most welcome homecoming comes a portent of dire omens. The ancient evil of Zargon has once again resurfaced, sending forth his minions to steal away an ancient dwarven relic in the heart of the wild jungle lands: the Emberwrought Diadem. The diadem is a crown of legendary might. It was forged by a revered dwarven smith who used it to unite his people and repel dangerous foes. The refugee dwarves of Kellar's Keep that have been sheltering in their ancestral strongholds in the thick of the jungle will do anything to recover their precious artifact.

In the wake of this theft, the jungle has fallen prey to a strange, bioluminescent blight that ravages all living things, infesting them with crystalline growths and warping their nature. Loretome has revealed that it is linked to the theft of the Emberwrought Diadem, but I'll need time to divine more information — and time is something we do not have. As we speak, the dread blight spreads. The longer we wait, the deeper it roots.

Heroes, you must go to the treacherous jungles of Delthrak and investigate this foul blight. Your path forward is fraught with many dangers and deceptions. Dare you face slithering behemoths and corrupted terrors in the heart of the thicket? Brave the gaping maw of an awakened jungle? Though you will face ravenous beasts, lethal perils, and uncertain pitfalls, you may find stalwart allies, fantastic treasure, and untold riches along the way.
Good luck to you, brave adventurers!

Mentor

Quest Map Guide

The quest map symbols are color-coded to help you guide the heroes through the quests.
Here's what the various map symbol colors mean.

🟧 This color is used to highlight hidden traps and mysteries that the heroes can detect by searching.

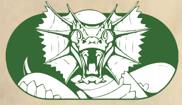
🟩 This color is used to highlight traps and other hazards that the heroes can neither see nor detect by searching.

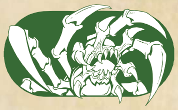
🟦 This color is used to highlight doors that are open.

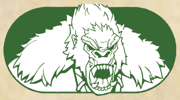
🟪 This color is used to highlight strangers with unknown motives.

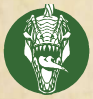
🟩 This color is used to highlight monster symbols. See the monster chart on page 47 for the monster symbols unique to Jungles of Delthrak.

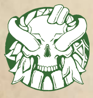
In each quest, notes prefaced with a capital letter correspond to a matching letter location on the quest map.

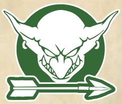

Serpent

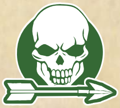

Blightcrawler

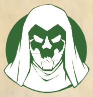

Giant Ape


Raptor


Skullblight


Goblin Archer

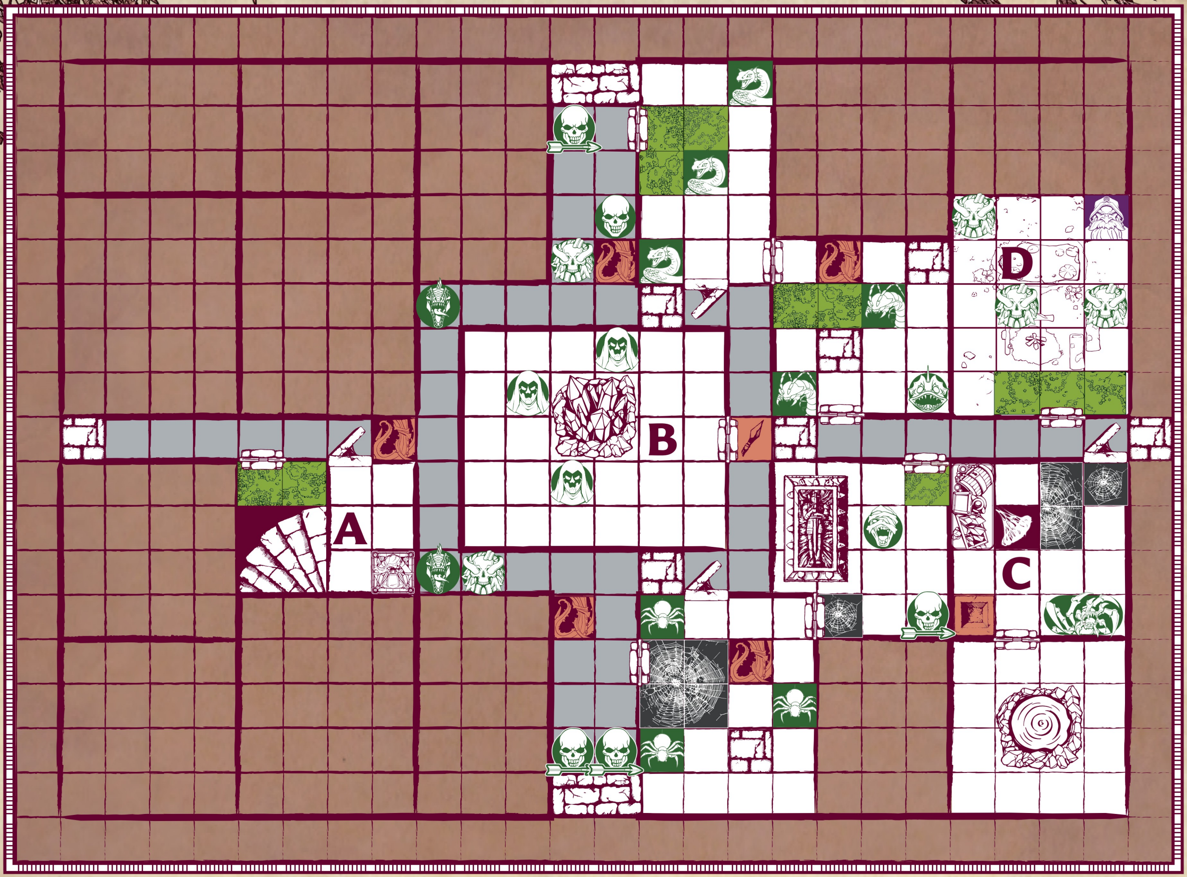

Skeleton Archer


Blightweaver

Italicized terms in the quest notes reference items with corresponding cards found in this quest pack. (Examples: ***Emberwrought Diadem, Fangwarden Armlet*****)**

Capitalized monsters in the quest notes reference monsters with corresponding cards found in this quest pack or the HeroQuest Game System. (Examples: Skullblight, Goblin Archer)

Passages in quotations "" denote text for Zargon to read aloud to the heroes.



At the beginning of each quest, read aloud the parchment text.
The quest notes that follow the message are for Zargon's eyes only!

QUEST 1

Welcome to the Jungle

As you wander beneath the thick canopy that shrouds the jungles of Delthrak in an oppressive darkness, you may wonder how a place so severe can so teem with life. Something strange cuts through the darkness: pervasive, lichen-like crystals that glow a cool spectrum of hues from teal to deep violet. They cover the trunks of the trees, the palm fronds, the very ground upon which you walk with an eerie luminescence. Though you may feel taken by their beauty, keep your wits about you! The crystals are naught but the work of Dread magic, a rapidly spreading blight that threatens to take root in all living things that call the jungle home. There must be some way to stop it.

NOTES

The heroes must find and rescue Tharn to complete the quest.

A. A cracked stone statue, weathered by the passage of time. The first hero to search for treasure finds a hidden compartment in the base of the statue containing 100 gold coins and two *Potions of Healing.*

B. The first hero to search for treasure finds 50 gold coins, one *Potion of Elder Wisdom*, and the Wizard's Staff artifact.

C. The first hero to search for treasure finds 300 gold coins, one *Spiderstep Elixir*, a set of chainmail and one longsword.

D. The heroes hear a cry for help and see that Skullblights have cornered a dwarven scout from Durlan's Outpost. Use the Tharn tile to represent him on the board. After the heroes have defeated the Skullblights, Tharn rewards them with the artifact he excavated from the ruins: the *Bracers of the Wild*.

Tharn then presents the heroes with two possible paths forward:

Follow Tharn back to Durlan's Outpost and outfit themselves appropriately for the peril ahead (suggested for new heroes).
If the heroes choose this path, ***proceed to Quest 2 on page 15.***

Press on and investigate the strange curse afflicting the jungle.
If the heroes choose this path, ***proceed to Quest 3 on page 17.***

Wandering Monster in the Quest: Spawnling

When the Wandering Monster card is drawn, place a Spawnling tile on the triggering hero's card. The hero's turn immediately ends.

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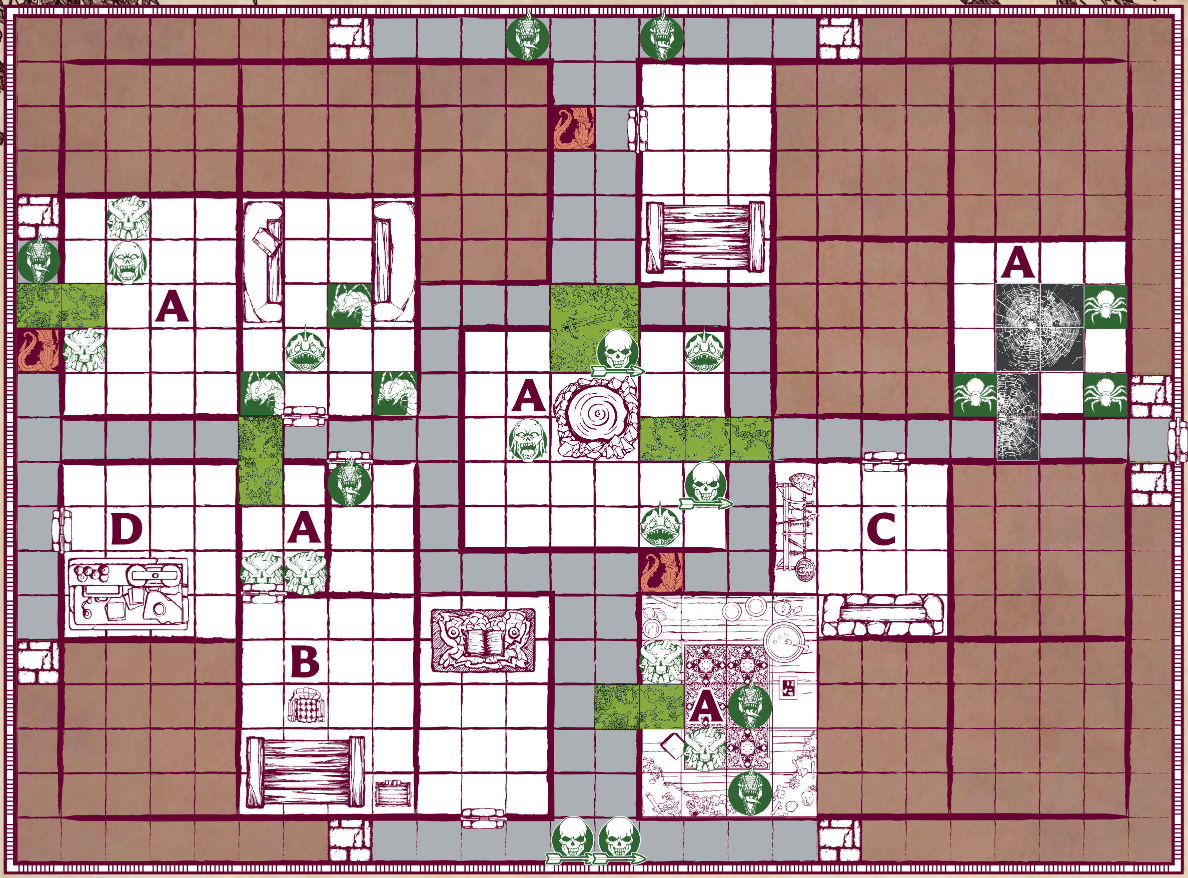

QUEST 2

Durlan's Outpost

As Tharn leads you to Durlan's outpost, you may desire to know more about this ancient and mysterious place. Little is known of the withering stone ruins before you. They seem to have once been the hub of an ancient civilization, until — as you can surmise from the density of the roots and vines — nature reclaimed what was rightfully hers. The ruins now serve as a home to the dwarves displaced by the unspeakable events at Kellar's Keep. Pray, be kind to those you meet here, for in their eyes you may notice an exhaustion that runs deep. Though they survived being ousted from one homeland, the Dread blight threatens to upend them once again. Help them to defend their own from the blighted and hostile creatures of the jungle and Zargon's monsters alike before continuing to search for the source of this plague… for resilience is but a reservoir, the deepest of which can nevertheless run dry.

NOTES

The heroes must defeat all the monsters in the areas marked **A** to complete the quest.

A. The corrupted vines of the jungle have infested this home, ripping the doors off the walls and allowing free entry. Place monsters here as they enter a hero's line of sight.

B. A dwarven woman rushes past the heroes, shepherding her children to the shelter, but pauses long enough to shout over the cacophony of battle, "Take the items in our chest! Use them to save the camp – if you can!" The first hero to search for treasure finds one shield and the Ring of Fortitude artifact.

C. A dwarven smith works frantically, pulling red-hot weaponry from the forge's flames. He nods to the heroes, jerking a thumb over his shoulder, "If there's something of use to you here, take it and fight. I have work yet to do!" The first hero to search for treasure finds one battleaxe and one crossbow.

D. A bespeckled dwarf nearly topples into the heroes as she runs from this makeshift laboratory. She hands the hero who opened the door one *Potion of Healing* and one *Potion of Serpent's Blood* before disappearing into the shelter.

Once all the monsters at the areas marked **A** have been defeated, the dwarves of Durlan's Outpost emerge from the shelter and reveal the cause of the bizarre dread blight that has infested the flora of the jungle.

Tharn steps forward and addresses the heroes.

"Ever since our cherished relic was taken from us, the jungle has become warped… unpredictable and frightening. If this continues, we'll be forced to leave — but with nowhere to go, circumstances are dire. I believe it's due to the artifact being in the possession of evil forces. The jungle herself is in agony… If you can recover the *Emberwrought Diadem* from the Goblins that stole it, perhaps our home will return to normal."

Proceed to Quest 4 on page 19.

Wandering Monster in the Quest: Spawnling

When the Wandering Monster card is drawn, place a Spawnling tile on the triggering hero's card. The hero's turn immediately ends.

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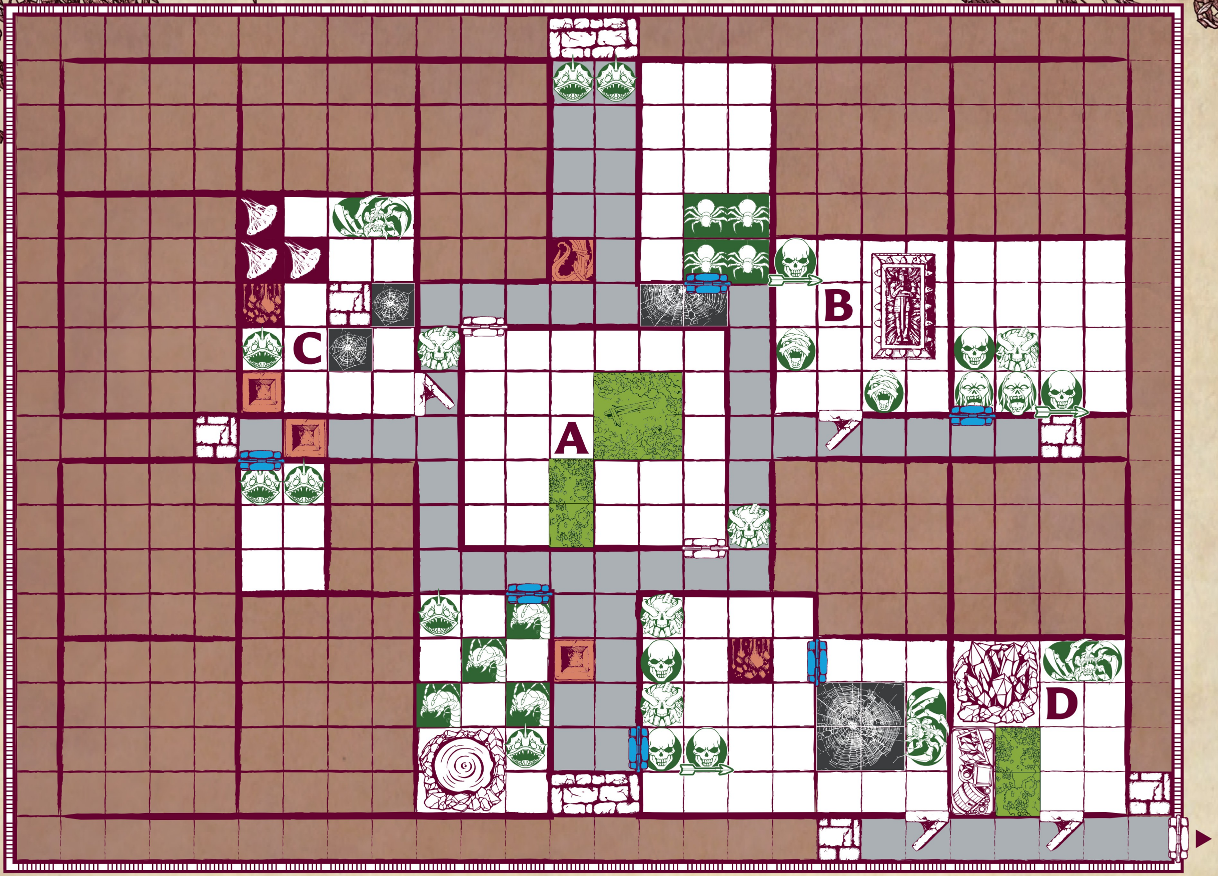

QUEST 3

Down We Go

You've happened upon an area that the Dread blight grips firmly. Something is off. Is the forest floor… sinking? You are falling now, down, down, down… thud. I'll be, it seems you've reached the bottom. Now, observe the enigmatic pattern that surrounds you — a sprawling network of roots, latticed so symmetrically that it almost seems they were placed by design. They're illuminated with the same crystals that feed on the jungle above, but in the absence of light, they glow even brighter. Rise to your feet, heroes. It's time to find a way out of here — you cannot perish in this strange place!

NOTES

The heroes begin in the center of area **A**. All doors highlighted blue are open. The monsters inside those rooms activate when the highlighted door enters a hero's line of sight.

A. The doors of this area are already open.

B. The first hero to search for treasure finds the Fortune's Longsword artifact resting atop the tomb if the heroes do not already possess it. If they already possess a Fortune's Longsword, the hero instead finds 250 gold coins.

C. Three immense cocoons hang here. The heroes peer through the viscous gossamer that encases them and see the remains of previous victims of Brightcrawlers, as well as an assortment of treasure. For each cocoon a hero destroys, they find the following (one at a time and in order): one *Potion of Healing*, one gem worth 200 gold coins, and one Blightcrawler Spawnling. Place a Spawnling tile on the hero's card. That hero's turn immediately ends.

D. Deathspinner the Blightqueen defends her lair here. Use the Blightcrawler miniature to represent her.

Deathspinner the Blightqueen

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6 dice	5 dice	4 dice	4	4

Silencing Snare – Deathspinner may cast Channel Dread at will on any hero that ends their turn within her line of sight (no action required). She cannot use this ability if she would not be able to take her action (for example, when under the effects of the Tempest spell).

The first hero to search for treasure finds 300 gold coins, one *Spiderstep Elixir*, and one *Potion of Healing*.

Proceed to Quest 4 on page 19.

Wandering Monster in the Quest: Spawnling

When the Wandering Monster card is drawn, place a Spawnling tile on the triggering hero's card. The hero's turn immediately ends.

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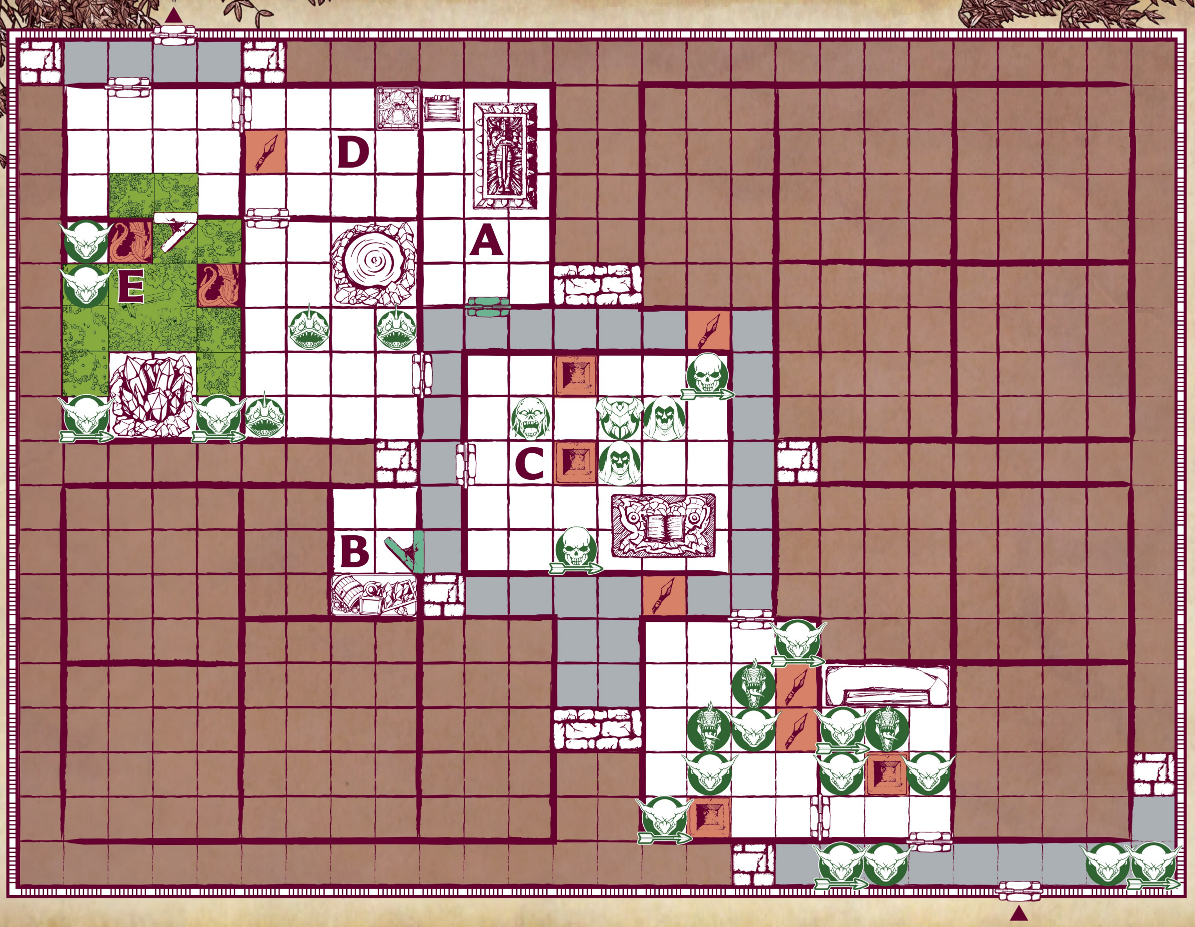

QUEST 4

The Blighted Barrows

Making your way out of the underground trellis, you find yourselves at a goblin outpost constructed among the crumbling remnants of ancient tombs. Beware, for the goblins here are tenacious outlaws in these jungle lands, and their leader has struck a deal with Zargon — in exchange for the goblins protecting the source of the Dread blight, the evil sorcerer will see to the removal of the dwarves. The goblins are themselves harmed by this; you'll notice jagged crystalline spurs growing from their very bones, supplying them with the drive of pain-soaked madness. As you step into the outskirts of their fort, you feel a surge of harmonious, soothing power — the Emberwrought Diadem is here. It may be the key to unraveling Zargon's nefarious deeds.

NOTES

A. The highlighted door can't be forced open from the hallway. It can be can only be opened from area **A** or by casting the Genie spell on the door. The first hero to search for treasure finds 500 gold coins in the chest.

B. The highlighted secret door has been heavily fortified. To open it, a hero must stand next to it and roll two red dice. If their roll result is less than their starting number of Body Points, the door opens. The first hero to search for treasure finds 300 gold coins and two *Potions of Healing* in the chest.

C. This is the final resting place of an ancient and corrupted hero named Voldrung. Voldrung is a Dread Warrior and knows the following Dread spells: Creeping Grasp, Fear, Lightning Bolt, and Summon Undead. The first hero to search for treasure finds one *Spiderstep Elixir* and one *Potion of Serpent's Blood.*

D. "The statue in this room emanates true evil." If a hero ends their turn in this room, they must roll one red die. **1-3**: The hero takes 1 Body Point of damage. **4-6**: Nothing happens. The first hero to search for treasure finds ornaments scattered at the base of the statue worth 125 gold coins.

E. "The crystal cluster pulses with dread energy." If a Goblin is defeated in this room and the crystal hasn't been destroyed, the Goblin transforms into a Skullblight. Replace the miniature appropriately. The first hero to search for treasure finds the *Emberwrought Diadem* at the center of the blight. It radiates an old and powerful magic.

After the heroes have recovered the *Emberwrought Diadem,* they may escape through the exit door and ***proceed to Quest 5 on page 21.***

Wandering Monsters in the Quest: 2 Goblins

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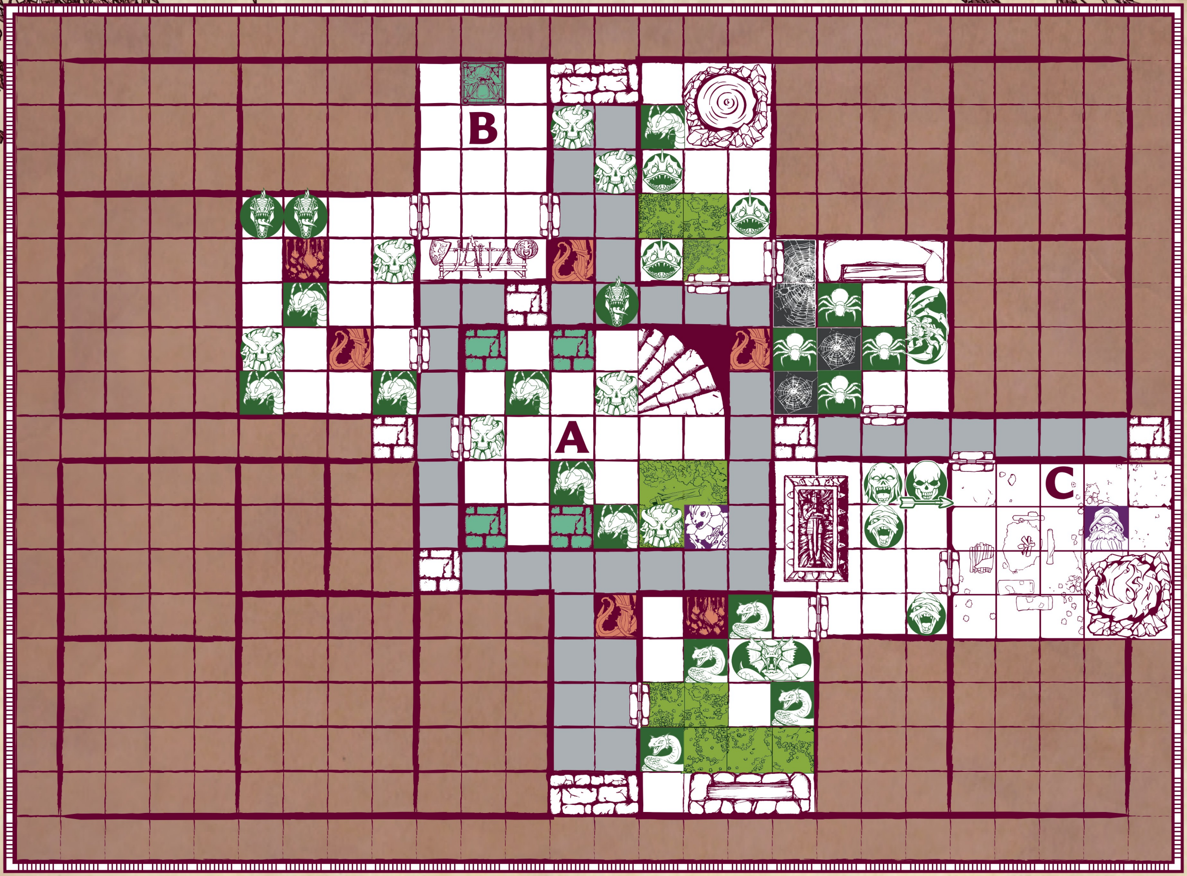

QUEST 5

Rescue Revelroot!

You arrive at the ruins of an ancient temple that, like nearly every structure in this forsaken place, has been taken back by the jungle. Sloping stone stairwells lead to nothing, crumbled remains of the upper floors litter the ground. Pillars carved in the barely recognizable likenesses of long-forgotten dwarven elders teeter precariously. And the jungle has woven its hostile tendrils through it all — thick vines and strong roots, gleaming with those ever-present crystals, snake around the structure and threaten to destroy it from within. You hear a small squeaking noise and realize you're not alone. A diminutive plant-like creature struggles to free themself from the glowing clutches of the forest floor. They seem to be part of the peaceful tribe of plant folk who call the jungle home. They look up at you with pleading eyes as the blight seeks to devour them — save them, heroes, and find your path forward!

NOTES

A. Use Revelroot's tile to represent them on the board. If they're rescued by the heroes, they joyfully follow the party. Revelroot will move after a designated hero's turn and be controlled by that hero.

Revelroot

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	0 dice	3 dice	2	1

Unsteady Columns: If a hero moves adjacent to a blocked square tile, they must roll one red die to determine if the column falls. This trap cannot be searched for or disarmed. Each column can only fall once.

1-3: The column crashes to the ground. Place a falling block trap tile on the square under that hero miniature and implement the effects of a falling block trap.
4-6: The column teeters, but nothing happens.

B. The first hero to search for treasure finds only rusty weapons before the statue transforms into a Gargoyle, moves next to the searching hero, and immediately attacks them. The Gargoyle cannot be detected by searching for traps.

C. Tharn is here and looks relieved to see the heroes. "Fortune smiles on me — just the heroes I was looking for. One of our expedition teams has discovered the entrance to legendary dwarven smithery! I'm certain it contains old and powerful magical treasures, and I beseech you to find them before they fall into the wrong hands."

If the heroes accept Tharn's request, ***proceed to Quest 6 on page 23.***

If Revelroot is with the heroes, Tharn says, "Oh, it seems the little fellow is trying to get your attention."

Revelroot draws a picture in the dirt depicting a giant serpent attacking plantfolk. They beckon the heroes to follow.

If the heroes choose to help Revelroot, ***proceed to Quest 7 on page 25.***

Wandering Monster in the Quest: Skullblight

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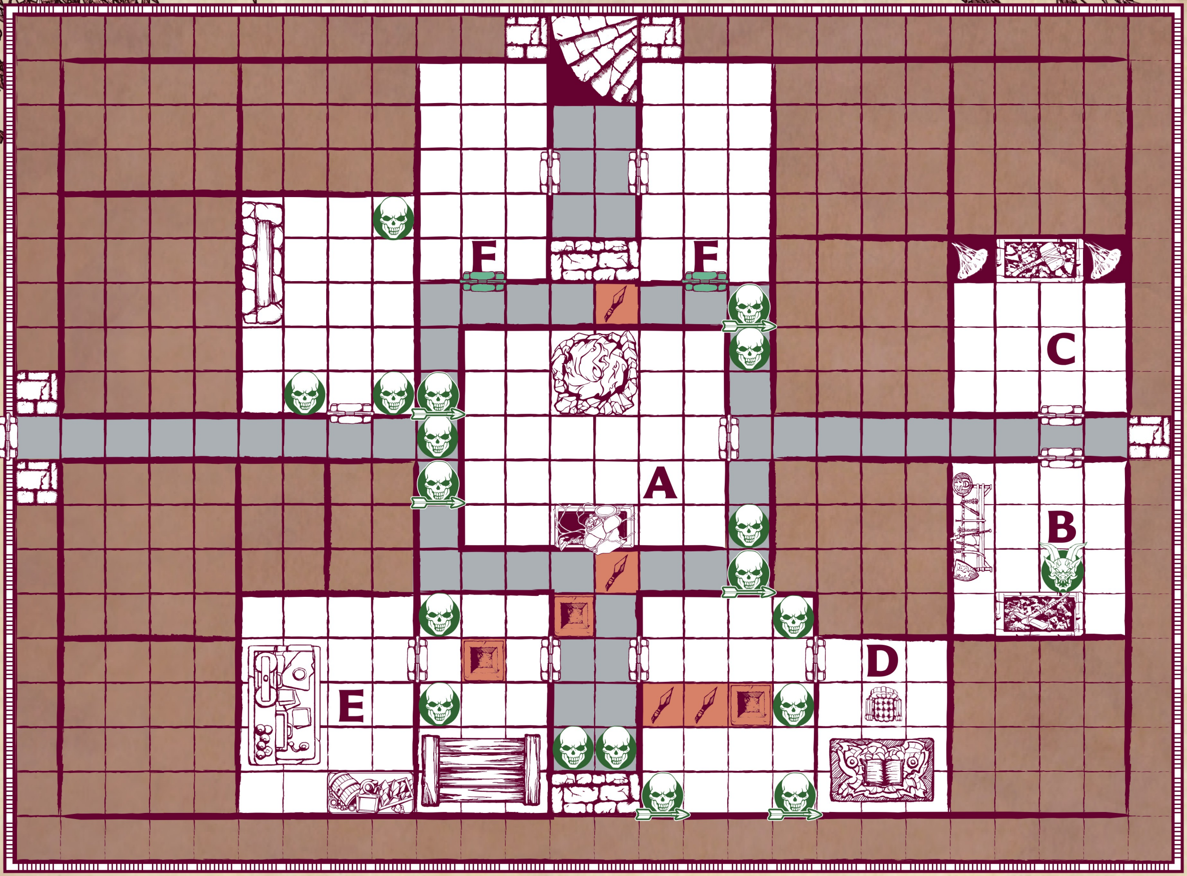


QUEST 6

Vaults of Kadum-Thrak

You've chosen to assist Tharn! The last thing you need is for powerful dwarven treasures to fall into the hands of one of Zargon's underlings, after all. You arrive at the Vaults of Kadum-Thrak, a legendary keep said to be the birthplace some of the finest smith works in the world — including the Emberwrought Diadem. You may wonder why the entrance isn't barred and armored with stern-faced guards, but don't let appearances deceive you! Exercise caution with each step, for the traps set here are designed to ensnare and dispose of even the cleverest adventurers. Go forth and search for treasure, as well as hints for how to stop the blight. When you've gathered what you need, seek the staircase that leads out of the vault and to higher ground.

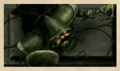
NOTES

The heroes begin at the entry door and must find their way to the stairway to complete the quest. All Skeletons in this quest are Stone Sentries. Ranged Stone Sentries hurl boulders. As with other ranged combatants, they roll 3 Attack dice against non-adjacent targets, and 1 Attack die against adjacent targets.

Stone Sentry

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3 dice	2 dice	2	0

A.



This is a Forgeheart Golem. The centuries have eroded its arcane hardware, causing it to malfunction. Still, it steadfastly guards the untold treasures of the vault. Use the Forgeheart Golem's tile to represent it on the board.

Forgeheart Golem

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5 dice	5 dice	5	0

The Forgeheart Golem possesses the following special ability it can use once as an action:

- Breath Of the Construct - This attack inflicts 2 Body Points of damage to all heroes located in the same room or corridor. Each affected hero then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

B. The first hero to search for treasure finds a pristine set of Borin's Armor if the heroes do not already possess it. If they already possess a set of Borin's Armor, the hero instead finds 550 gold coins.

C. For each cocoon a hero destroys, they find the following (one at a time and in order): Blightcrawler Spawnling (place the Spawnling tile on the hero's card. That hero's turn immediately ends), 100 gold coins. If a hero destroys one of the cocoons, place a Blightcrawler next to that hero. It immediately attacks. The Blightcrawler cannot be detected by searching for traps. If this Blightcrawler kills a hero, it steals away to the forge, taking the hero's body with them. Recovery of the hero's treasure is impossible.

D. The first hero to search for treasure finds the vault key, which is needed to open the door at **F**.

E. The first hero to search for treasure finds two *Potions of Healing*, 375 gold coins, and the *Girdle of Might.*

F. The exit door will not open until a hero holding the vault key moves adjacent to it and opens it (no action required).

Proceed to Quest 9 on page 29.

Wandering Monsters in the Quest: 2 Stone Sentries

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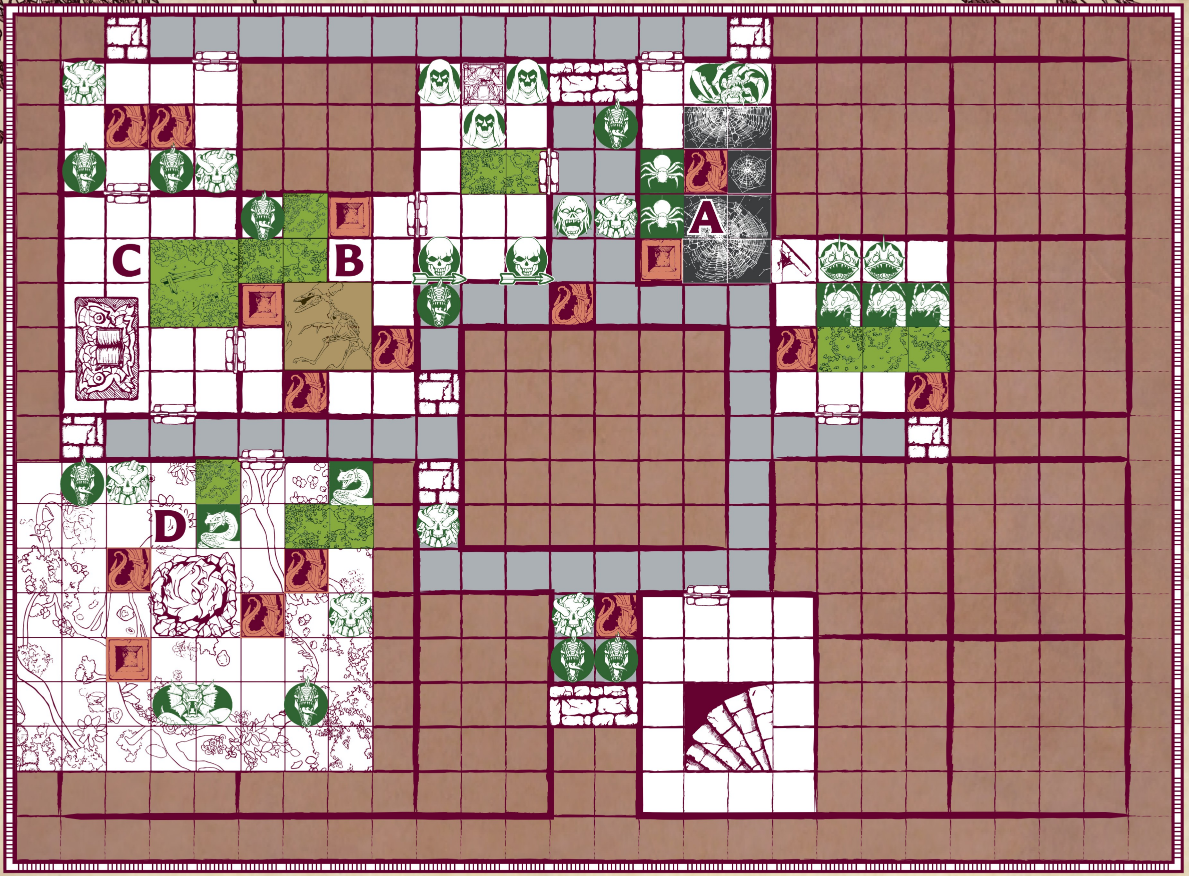

QUEST 7

A Dwelling in Peril

You may be curious as to your new ally's name. Well, go on then, ask them! They place a wooden tendril on their chin, contemplating, then point it upward. They launch into a gleeful sort of dance… Party? Celebrate? Revel? They cease their dance abruptly, look at you, and nod. Then, they point toward the ground. You gaze downward to see what they're pointing at. It's a root. Root. Revel… Revelroot? They nod enthusiastically. A moment later, you look up to notice many others of Revelroot's kind have gathered around you curiously. They stand against the backdrop of their blighted homeland — what looks to have once been a healthy ecosystem of brightly colored tubers and other tropical flora is now being suffocated by the menacing crystals. Using images to communicate, Revelroot asks you to journey to the sacred wellspring, a source of life-giving power that's been taken over by a blighted serpent. Defeat it, and these creatures will spin tales of your heroism for generations to come!

NOTES

Typically, the sacred waters are available to all creatures of the wild, but the Dread blight has cast a scourge over the area, attracting corrupted jungle creatures that scare away all beasts still unaffected by Dread. The Zombies in this quest are the remains of the endemic fauna. The heroes must defeat Cadmila the Serpent to complete the quest.

A. The first hero to search for treasure finds one *Potion of Healing* and a chest containing 50 gold tucked inside the hollow of a nearby tree.

B. "A small Raptor is bound by grasping vines. Its eyes plead at you for help." If a hero moves adjacent to the Raptor, they may choose to untangle it (no action required). If they do, the Raptor makes a happy trilling noise and scampers through a small opening in the underbrush. Remove the Raptor miniature from the gameboard. The first hero to search for treasure finds 150 gold coins worth of assorted shiny trinkets.

C. "An old altar sits in the clearing, oddly resistant to the ravages of time." Place a Giant Ape miniature next to the first hero to end their turn in this area as it leaps down on them from its hiding spot in the treetops. The monster is active but does not attack immediately.

D. Cadmila the Serpent has made her lair here. She basks in the sun, surrounded by the bones of her many meals and the wreckage of Revelroot's home. She allows the Raptors here to scavenge scraps from her kills, though they clearly fear her temper. When the serpent is defeated, the quest is completed.

Revelroot grabs the heroes' hands and begins to dance in a circle, thankful for their help and overjoyed to see his people freed from fear.

If the small Raptor in area **B** was freed:

Revelroot points to the edge of the encampment where a small Raptor hovers uncertainly, the remains of a fresh catch at its taloned feet. The Raptor locks eyes with the hero who freed them, snatches up their prize and bounds over to that hero, dropping it at their feet with an enthusiastic trill. Revelroot claps their hands excitedly and presents the hero with a trinket they found to commemorate this newfound friendship — the *Fangwarden Armlet.*

Proceed to Quest 8 on page 27.

Wandering Monsters in the Quest: 2 Raptors

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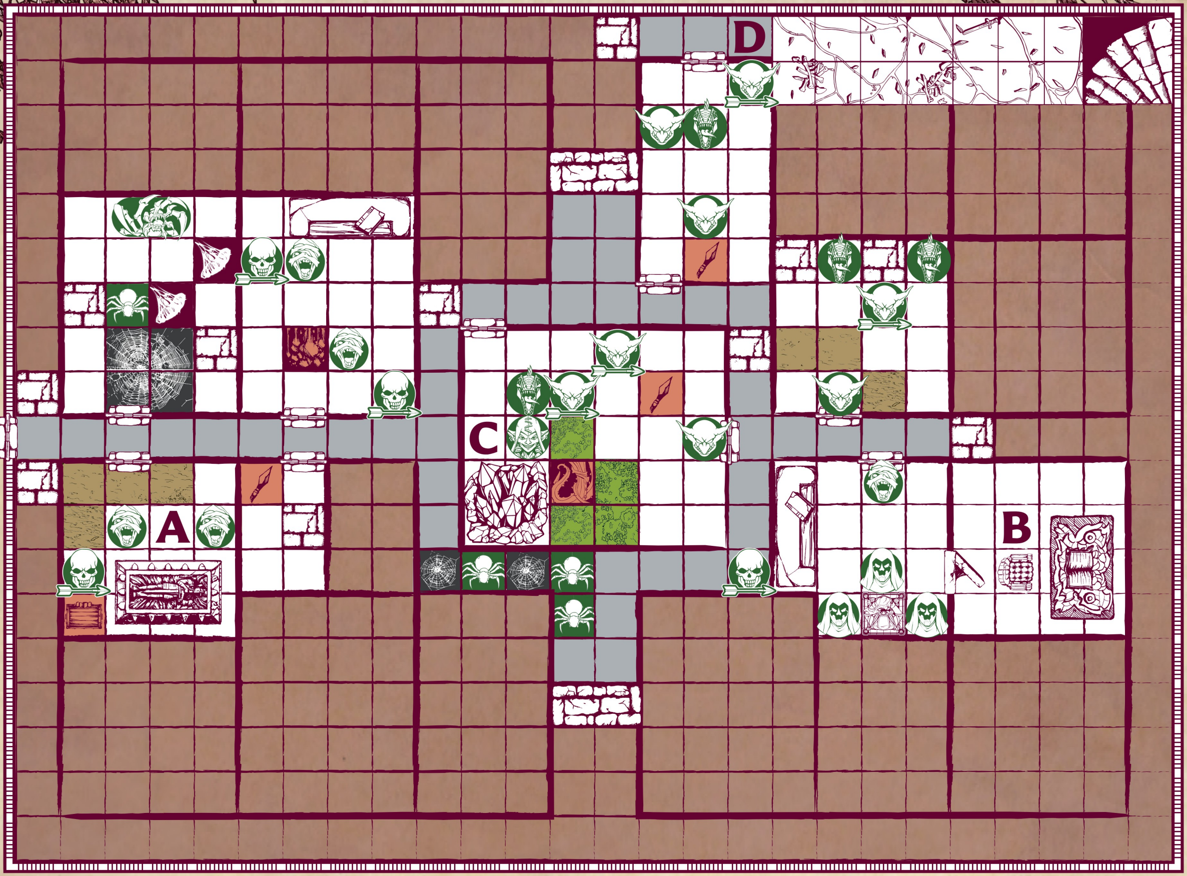

QUEST 8

The Ruined Temple

Heroes, I commend you for all you have achieved. You've fought tooth and nail through this dense and cursed place, you've retrieved the legendary Emberwrought Diadem, and I'd even venture to assume that you've made our formidable foe very, very nervous. Now, it's time to face Zargon's forces head-on, starting here, at Aa Thalore. The mighty ruined temple sits before you. The stillness in this area of the jungle is eerie — its screeching echoes have filled your ears since you arrived here, and now, you're met with silence. The doorway is modeled in the likeness of a behemoth's gaping maw, an ominous welcome indeed. Defeat Zargon's fearsome servants and deadly traps and make your way to the subterranean recess beneath the ruin.

NOTES

All Goblins in this quest are elite warriors dedicated to Gruulob and roll 1 additional Attack die.

A. The chest has a trap on it that releases deadly fumes into the area. If a hero searches for treasure before the trap is disarmed, all heroes in the room lose 2 Body Points. The chest contains one *Potion of Healing* and 99 gold coins.

B. The first hero to search for treasure finds a golden idol worth 400 gold coins atop a cracked stone altar.

C. Gruulob is a powerful servant of Zargon and knows the following Dread spells: Creeping Grasp, Channel Dread and Summon Orcs* (*Summons the same number of Goblins instead). In both forms, they may choose to fire at range at any hero in their line of sight.

Gruulob, Blighted Goblin Warlock

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3 dice	4 dice	4	5

When **Gruulob, Blighted Goblin Warlock** reaches 0 Body points, do not remove the miniature from the map. Instead, adopt the statistics of **Gruulob, Demon Form** and continue the battle.

Gruulob, Demon Form

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4 dice	5 dice	3	4

The first hero to search for treasure finds the *Sapphire Skull* artifact and one *Potion of Elder Wisdom.*

D. This passage is trapped with circular, rotating blades. When a hero moves onto a square inside the corridor, they roll one red die for each of their Mind Points. If they roll a 6, they may continue their movement. If not, they take 1 Body Point of damage and their turn ends. The Dwarf and Explorer succeed on a 5 or a 6. Once a hero ends their turn on the stairway, they find a lever that disables the tunnel (no action required).

When heroes have found the *Sapphire Skull* and successfully circumvented the dangers of the bladed corridor, they may exit and ***proceed to Quest 9 on page 29.***

Wandering Monster in the Quest: Mummy

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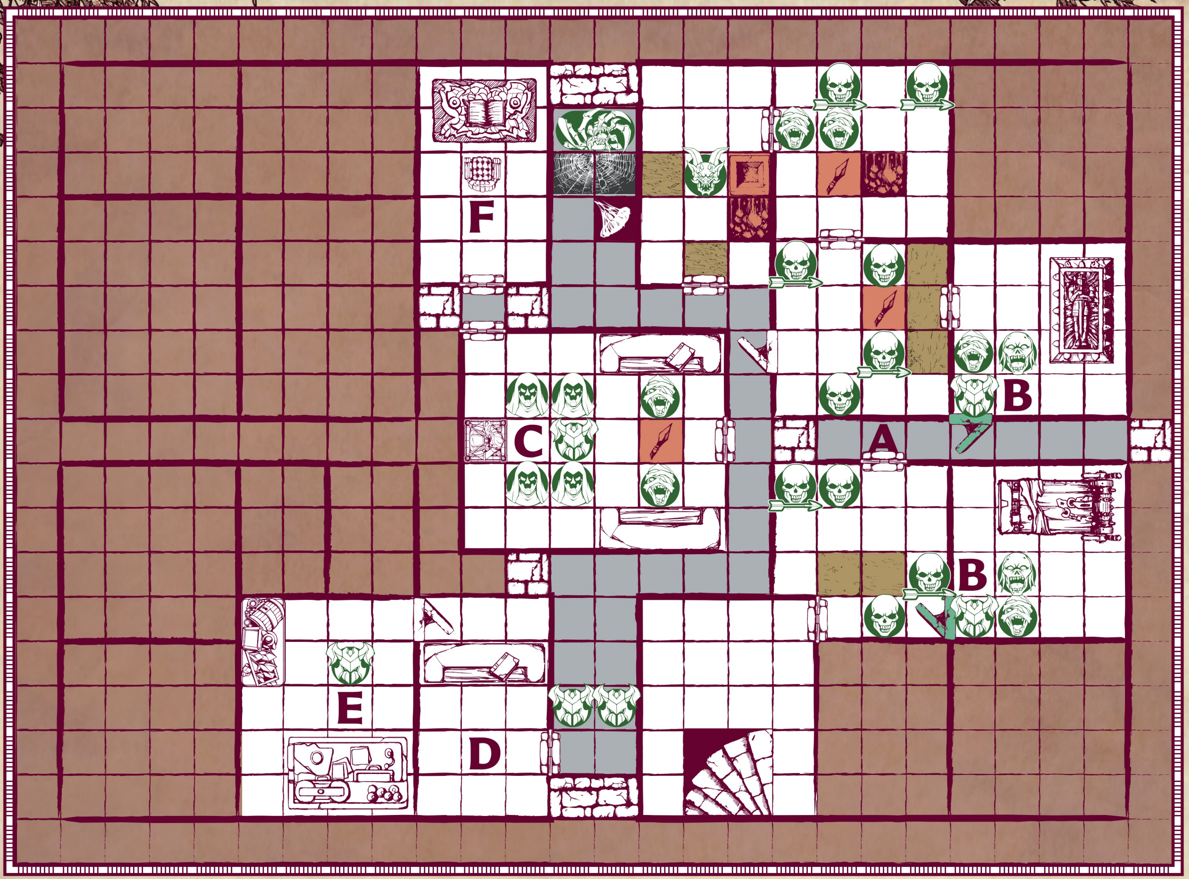

QUEST 9

The Necropolis

As you delve deeper into the belly of the temple, your foreboding only grows — these are halls that have not seen living creatures in quite some time. But these tombs house the remains of royals long departed, which can only mean one thing… treasure awaits. Make your way downward through the maze of rotating tunnels, littered with bloodthirsty undead and magical riddles alike. I can sense something of utmost importance hidden away here. Perhaps it is just what we need to unravel the mystery of what ails the jungle.

NOTES

All Dread Warriors are Arcane Mummies in this quest.

Arcane Mummy

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4 dice	4 dice	4	0

Each Arcane Mummy knows the following Dread spells: Channel Dread, Creeping Grasp, and Ball of Flame.

A. When a hero enters the hallway marked **A**, read the following aloud: "The walls erupt with movement as a thin layer of plaster crumbles away, revealing ancient tombs. Mummies wrapped in arcane scrolls burst forth, their eyes aglow with Dread fire!" Place the miniatures of both areas marked **B**, as well as their accompanying secret door tiles.

B. The first hero to search for treasure finds the artifact Phantom Blade if the heroes do not already possess it. If they already possess the Phantom Blade, the hero instead finds 500 gold coins worth of ornate jewelry.

C. The first hero to search for treasure finds 250 gold coins and one *Potion of Healing* in the chest.

D. The first hero to search for treasure finds a scroll that reads, "To discover secrets beyond, you must tread soft as silk."

E. When the Arcane Mummy here is defeated, the bookcase in room **D** crumbles to dust. The first hero to search for treasure finds a plentiful hoard valued at 850 gold coins and two *Potions of Healing.*

F. The heroes discover a leatherbound book. "Powerful magic has preserved this ancient tome. Its pages bear a chilling visage; illustrated in precise detail is the unmistakable likeness of you heroes traveling through dense jungle, approaching a mystic's hut." Mentor's voice breaks through the silence. You sense his urgency through the echo of the Far Voice spell: "I know that hut, and to whom it belongs. A prophecy foretold and it must be… we have what we need here, heroes. Let the tome guide you to your next destination."

Proceed to Quest 10 on page 31.

Wandering Monster in the Quest: Arcane Mummy

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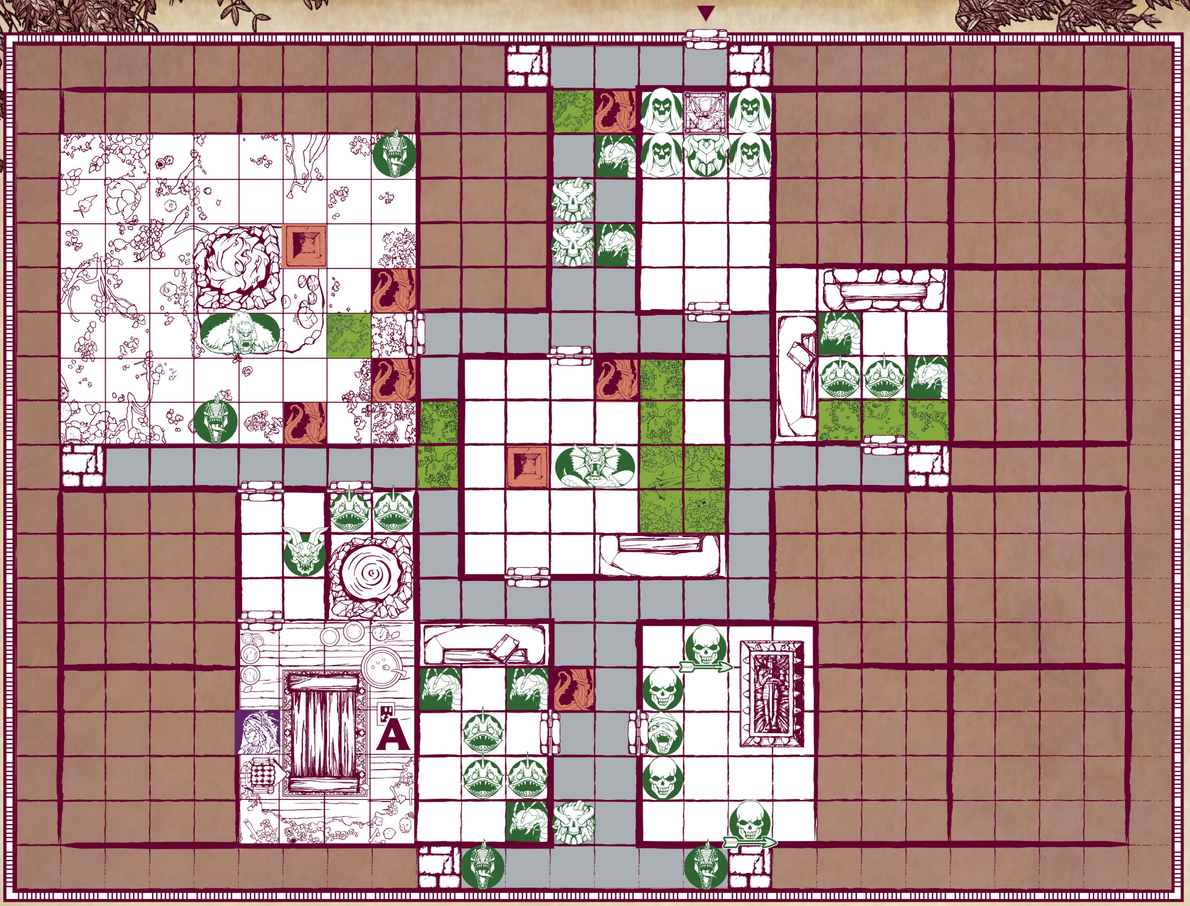

QUEST 10

The Witch of the Wyrd

Just as depicted in the pages of the book, before you stands a moss-covered hut balanced on precarious-looking stilts. The magic it exudes can be felt from miles away. It is said that the Witch of the Wyrd resides here; she is an old and fearsomely powerful being who answers only to the elements — and to herself. For ages, she's been one of Zargon's most formidable foes, and now that he's unleashed this corruption onto the jungle's ecosystem… Yes, I believe if we tread carefully, we may yet make an ally of the witch. Seek her out and bargain for the fate of the jungle but be on your guard. Her dwelling is likely full of quagmires designed to stave off her enemies. We shan't have you falling victim to one of them before you manage to reach her.

NOTES

A. The Witch of the Wyrd sits at a small, rickety table. She shuffles a weathered deck of cards and regards the heroes with an indecipherable gaze. Dappled light flickers over her features as she deftly deals cards.

"Threads of time extend before you, twisting and intersecting. If you wish to know more, sit."

The first card she places bears a jagged crown. "Ah, this thread… in this future, you hurl the diadem into the rift. It will stop the Dread blight in its tracks and protect the jungle from future encroachment, yes, but it will not heal the grievous wounds already inflicted on this place."

She places a second card on the table: a thorned flower, grasping towards the sun. "If you follow this thread, you will fight a calamitous creature. It cannot be truly defeated without the petals of the netherbloom lily — and the realm has not seen one in a dragon's lifespan." Her lips twist to the whisper of a smirk. "Luckily for you, I have one in my garden. If you succeed, you shall wholly cure the Dread blight, healing the ravaged jungle — but the future is uncertain."

If the heroes completed Quest 7, A Dwelling in Peril, she lays a third and final card on the table. It depicts a withered hand grasping a rotting skull. Something glimmers in its hollowed eye socket. She raises her eyebrows. "This is an unexpected strand in the yarn of time. Yes, I see it now, a future where you may both heal the razed jungle and protect it from future Dread incursion — but the cost is high. You must sacrifice both the *Sapphire Skull* and the *Emberwrought Diadem*. I wonder, heroes, will you pay that price?"

She slams her hands on the table, grinning at the heroes' reactions.

"What tapestry will you weave, heroes? You must decide. Select the card of your choosing."

Once the heroes choose a card and path, the witch and her belongings disappear in a blink, leaving behind only the soft glow of the netherbloom lily and a weathered map bound with twine.

If the heroes choose the first card, closing the rift, they take the weathered map and ***proceed to Quest 11 on page 33.***

If the heroes choose the second card, curing the infestation, they take the netherbloom lily ***and proceed to Quest 13 on page 37.***

(Only available to heroes who completed Quest 7, A Dwelling in Peril)
If the heroes choose the third card, closing the rift and curing the infestation, they ***proceed to Quest 15 on page 41.***

This is the last chance the heroes have to visit the armory and alchemist's shop.

Wandering Monsters in the Quest: 2 Abominations

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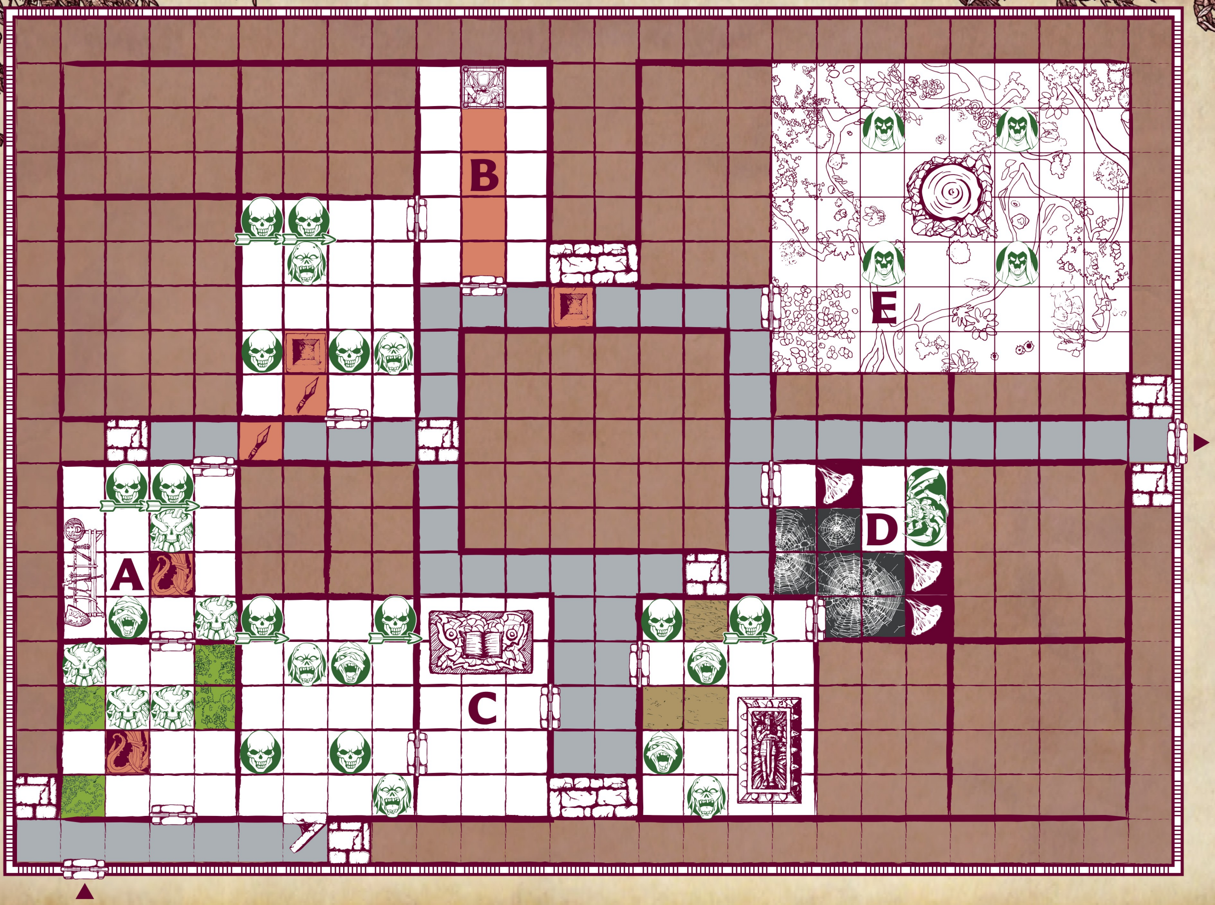

Spells, skills, Mind Points, and Body Points are not restored when the heroes cross between Quests 11 and 12. The heroes may not visit the armory or alchemist's shop.

QUEST 11 - Path A

The Cavern of Glimmering Skulls

Vowing to close the planar rift once and for all, you venture forth with the witch's weathered map — and it has led you here, to the Cavern of Glimmering Skulls. Legend claims it is named for the honored dead that guard a sacred pool, but whether this is truth or myth is something you'll have to discover for yourselves. According to my research, in the heart of the cavern you should find a shallow, crystal-clear pool that emanates unusual magic. The pool was revered long ago by the folk who dwelled here and believed that drinking from the water would grant them otherworldly powers. What shall you do if you find the pool for yourselves? Dare you drink from its waters before making your way to the cavern's exit? And what shall become of you if you do?

NOTES

A. The weapons on this rack have long been lost to time.

B. The first hero to search for traps finds a plaque that reads, "Bend thy knee." If they find the plaque, ask each hero who moves into the highlighted area if they kneel. If they choose not to kneel, or if they never searched for traps, replace the statue with a Gargoyle who immediately moves to the hero that triggered the trap and attacks them.

C. Carved into a stone tablet is a story: it tells of glimmering waters and the troubles those waters wrought on the folk that surrounded it.

D. For each cocoon a hero destroys, they find the following (one at a time and in order): one Blightcrawler Spawnling (place a Spawnling tile on the hero's card. That hero's turn immediately ends), a leather pouch containing one *Potion of Elder Wisdom*, one Blightcrawler Spawnling (place a Spawnling tile on the hero's card. That hero's turn immediately ends).

E. "Glittering skeletons sit on the edge of the pool. These are the ancient remains of the honored dead — their bones were laid here in times of old. Over the years, they've become calcified. Crystalline fissures line their skeletal frames, glowing with eerie light."

The Reservoir Guardians erupt from the sacred pool to defend it. Use Blightweaver miniatures to represent them. They do not become active unless a hero enters the room or they are attacked.

Reservoir Guardian

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5 dice	4 dice	3	0

If the heroes defeat all the Reservoir Guardians, they may drink from the pool and gain a sacred blessing. A hero adjacent to the pool may take an action to drink, then roll one red die:

1-4: The hero recovers all lost Body Points.
5: The hero's maximum number of Mind Points increases by 1.
6: The hero's maximum number of Body Points increases by 1.

If a hero attempts to drink more than once, the effects of any previous sacred blessing are reversed, and they instead take 3 Body Points of damage.

Proceed to Quest 12 on page 35.

Wandering Monsters in the Quest: 2 Zombies

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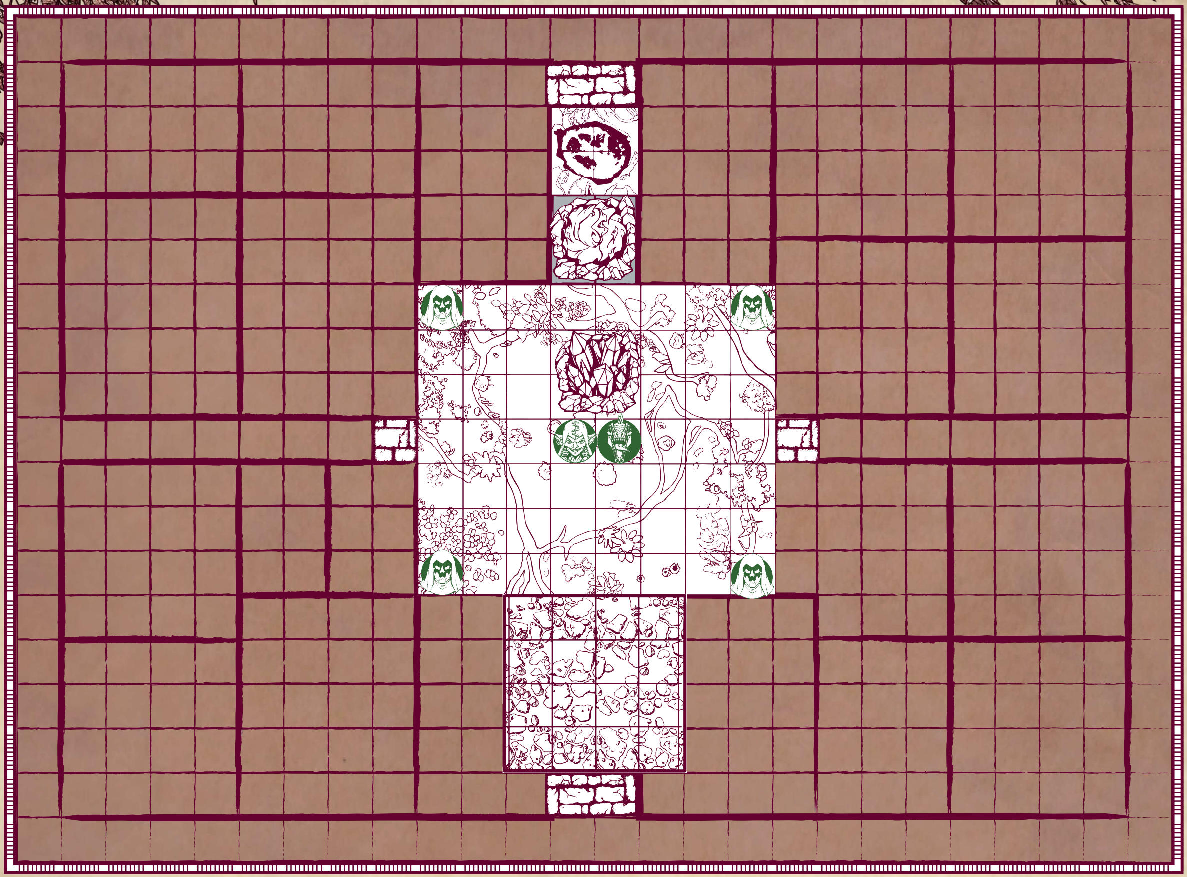

Spells, skills, Mind Points, and Body Points are not restored when the heroes cross between Quests 11 and 12. The heroes may not visit the armory or alchemist's shop.

QUEST 12 - Path A

The Blighted Rift

It wasn't an easy journey, but you've made it. You can just make out the bone-chilling destination gleaming behind the curtain of a raging waterfall — the luminescent planar rift. It distorts all that touches it, causing the water to change course and reshape around it. This rift is a tear in the very fabric of reality. It's guarded by a devoted and fearsome minion of Zargon and her lieutenants. You must defeat her and cast the Emberwrought Diadem into the rift to seal it forever and end this blighted curse on the lands of the jungle. Make haste — there's not another moment to waste.

NOTES

In this final quest of Path A, heroes begin on the waterfall tile. Zargon's minion, Gretzl the Blightspeaker, stands guard here with her lieutenants.

Gretzl knows the following Dread spells: Creeping Grasp, Channel Dread, and Fear.

She possesses the following special abilities and may use each ability once (no action required):

- Demon Wings – Use at any time to ignore all damage from one attack.
- Dispel – Use when Gretzl would be the target of a spell to cancel that spell.

*Gretzl may choose to fire at range at any hero in her line of sight.

Gretzl the Blightspeaker

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4* dice	3 dice	5	6

When **Gretzl the Blightspeaker** reaches 0 Body points, place a Blightcrawler miniature in the nearest open square to her. Adopt the statistics of **Gretzl the Demonspider** and continue the battle.

Gretzl the Demonspider *(Agile. Venomous.)*

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5* dice	4 dice	4	3

When **Gretzl the Demonspider** reaches 0 Body points, place a Giant Ape miniature in the nearest open square to her. Adopt the statistics of **Gretzl the Demonape** and continue the battle.

Gretzl the Demonape *(Agile.)*

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6* dice	2 dice	6	1

The rift is blocked by arcane fire and is impassable. When Gretzl and her lieutenants are defeated, remove it from the board.

The heroes may cast the *Emberwrought Diadem* into the rift by announcing their intentions. If they do so, read the following aloud:

"Light spills from the rift along a spidering seam in its center — as your eyes follow, the fissure quickly widens, the light from the rupture growing blindingly bright. Ash falls on your shoulders as the ruins and rubble shift and crumble under the pressure of this planar abnormality. You catch a glimpse of the *Emberwrought Diadem* shimmering in the rift before a sound like roaring thunder crashes down and the planar rift is sealed. In a blink, it vanishes — leaving behind only soft, cursing whispers that fade until you're left in total, consuming silence. The ravages on the jungle remain, but with this, the rift will never return."

Turn to page 44 and read Conclusion A.

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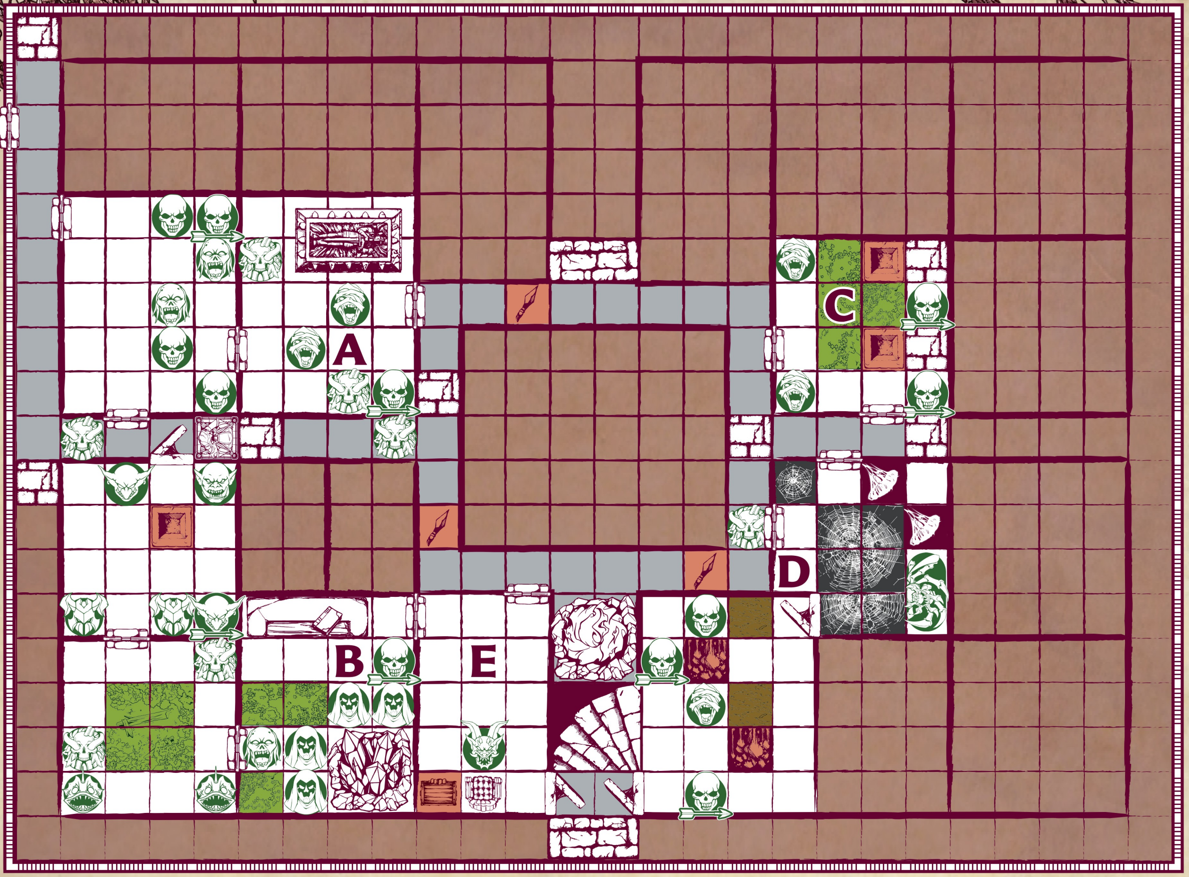


Spells, skills, Mind Points, and Body Points are not restored when the heroes cross between Quests 13 and 14. The heroes may not visit the armory or alchemist's shop.

QUEST 13 - Path B

The Burial Ground

Vowing to cure the blight, you follow the slow pulse of Dread to a place of true horror. The blight has consumed everything here — every blossom and breath of fresh air, every natural scent and creature. There's nothing left of the place this once was. This is the epicenter of the cursed blight that's taken so much. You hear the snapping of branches and scrape of crystals underfoot. Suddenly, your adversaries have risen up all around you — from Zargon's monsters to the corrupted environment itself. You must navigate your way through and find the stairway that leads to the shattered court beyond — your quest ends there, in victory or defeat!

NOTES

The heroes begin at the entry door and must find their way onto the stairway to complete the quest and move on to Quest 14. The heroes have heeded the Witch of the Wyrd's words, obtained the netherbloom lily, and know they must apply it to the heartseed of the massive Bloomrot Scion to heal the wounds wrought on the flora and fauna of the jungle. First, they must cross the corrupted burial ground.

A. The first hero to search for treasure finds a hidden cache of forgotten treasures in the tomb: 300 gold coins, two vials of Holy Water, and one *Potion of Healing*.

B. The first hero to search for treasure finds a collection of rare books valued at 300 gold coins, as well as one *Potion of Healing* in a hollowed-out alchemical tome.

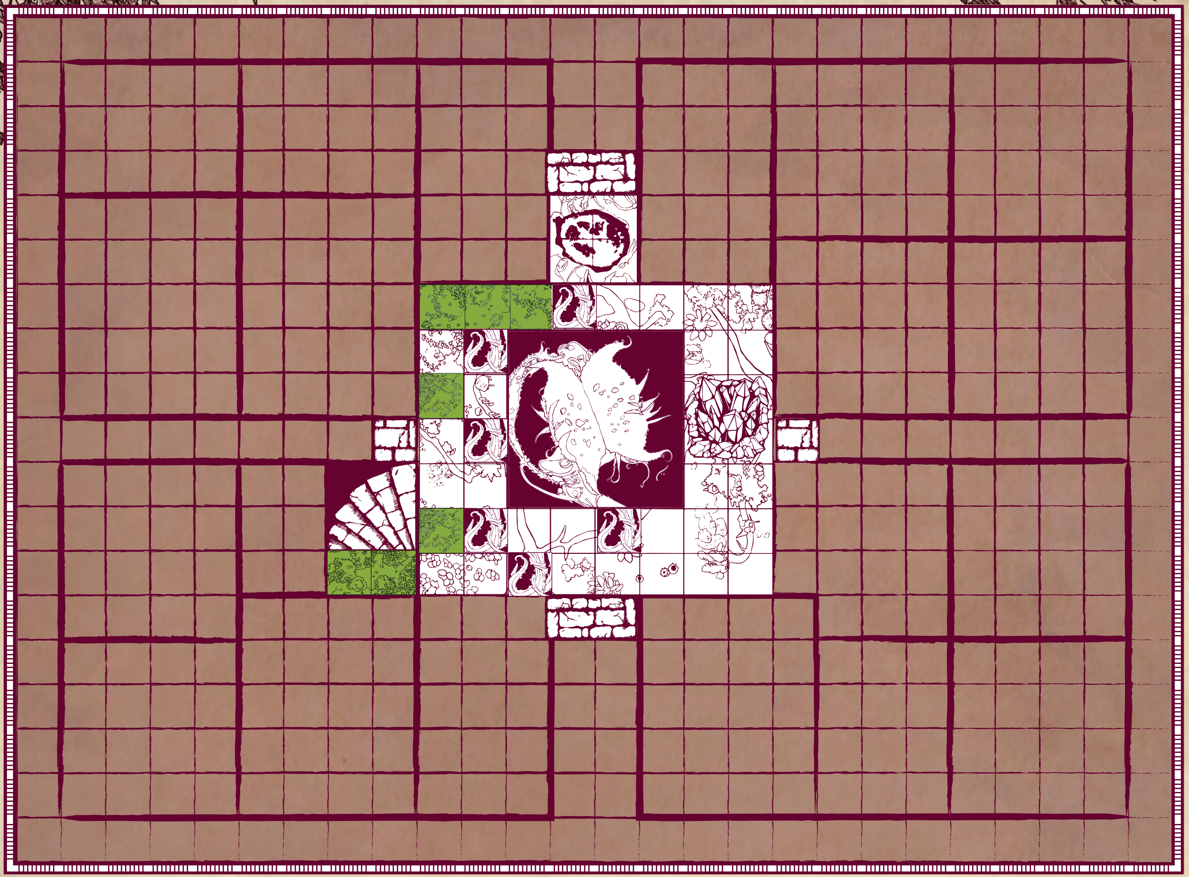
C. These pits are graves, upended by the dread blight. Each pit may be searched for treasure once and contains 250 gold coins.

D. For each cocoon a hero destroys, they find the following (one at a time and in order): four Blightcrawler Spawnlings (place all Spawnling tiles on the hero's card. That hero's turn immediately ends) and one Elixir of Life.

E. The chest is filled with poisonous vapor! If a hero searches for treasure before the trap is disarmed, all heroes in the room take 1 Body Point of damage. The chest contains 125 gold coins and one *Potion of Elder Wisdom.*

Proceed to Quest 14 on page 39.

Wandering Monster in the Quest: Skullblight



Spells, skills, Mind Points, and Body Points are not restored when the heroes cross between Quests 13 and 14. The heroes may not visit the armory or alchemist's shop.

QUEST 14 - Path B

The Bloomrot Scion

You've made it to the final feat of strength. Something truly fearsome lies before you — and what awaits you even Loretome cannot divine. A grim mausoleum stands here, its doors wrenched from their hinges and the malevolent glow of the blight emanating from within. A beast thought only to be legend dwells there — the Bloomrot Scion. It appears to be resting, its hulking body curled in on itself. That is, until one of you unwittingly crushes a blight crystal beneath your boot... and it slowly rises from its slumber. Towering high over your heads, the crystal-encrusted beast turns its snapping, dagger-length fangs on you. You must touch the netherbloom lily to its heartseed — only then will you banish the infestation and cure the wounds of these lands. But first, you need to take down the mighty creature. The jungle is counting on you, heroes.

NOTES

The heroes must vanquish the Bloomrot Scion that has burst forth from the planar rift. Only after the great beast is defeated may the heroes touch the netherbloom lily to its heartseed and destroy it. The heroes begin on the stairway. This quest area is one large, interconnected space. There are no walls between the stairway area and the mausoleum area. A hero or monster that enters the rift is consumed by Dread and lost forever.

Bloomrot Scion *(Venomous. Entangling Roots.)*

MOVEMENT	ATTACK	DEFEND	BODY	MIND
0	5* dice	5 dice	12**	0

*The Bloomrot Scion has a sweeping attack that targets all heroes adjacent and diagonal to it.

**If the Bloomrot Scion would be reduced to 0 body points, it may sacrifice one of its Tendrils and instead by reduced to 1 Body Point.

The Bloomrot Scion is immune to spells that would cause it to sleep or miss its turn.

The Bloomrot Scion may cast the Channel Dread spell at will.

At the end of the Bloomrot Scion's turn, place one Tendril in an unoccupied square as close as possible to the Bloomrot Scion.

Tendril *(Venomous. Entangling Roots.)*

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3* dice	2 dice	2	0

*Tendrils may attack diagonally.

Use the grasping vines tile to represent the Tendril.

If the heroes defeat the Bloomrot Scion, read the following aloud:

"There, an opening! You touch the netherbloom lily to the foul creature's heartseed. Its great form writhes in agony, long tendrils thrashing wildly as it pulls the walls of the mausoleum down. A pulse of energy expands from the hand that grasps the netherbloom lily. You feel the bitter cold of Dread magic tinged with the warmth of strong, elemental power, and watch as thin fractures spread across the creature's skin. In a burst of noise and light, the hulking form of the maw shatters like glass, the fragments of its soul melting into whispers on the wind."

Turn to page 45 and read Conclusion B.

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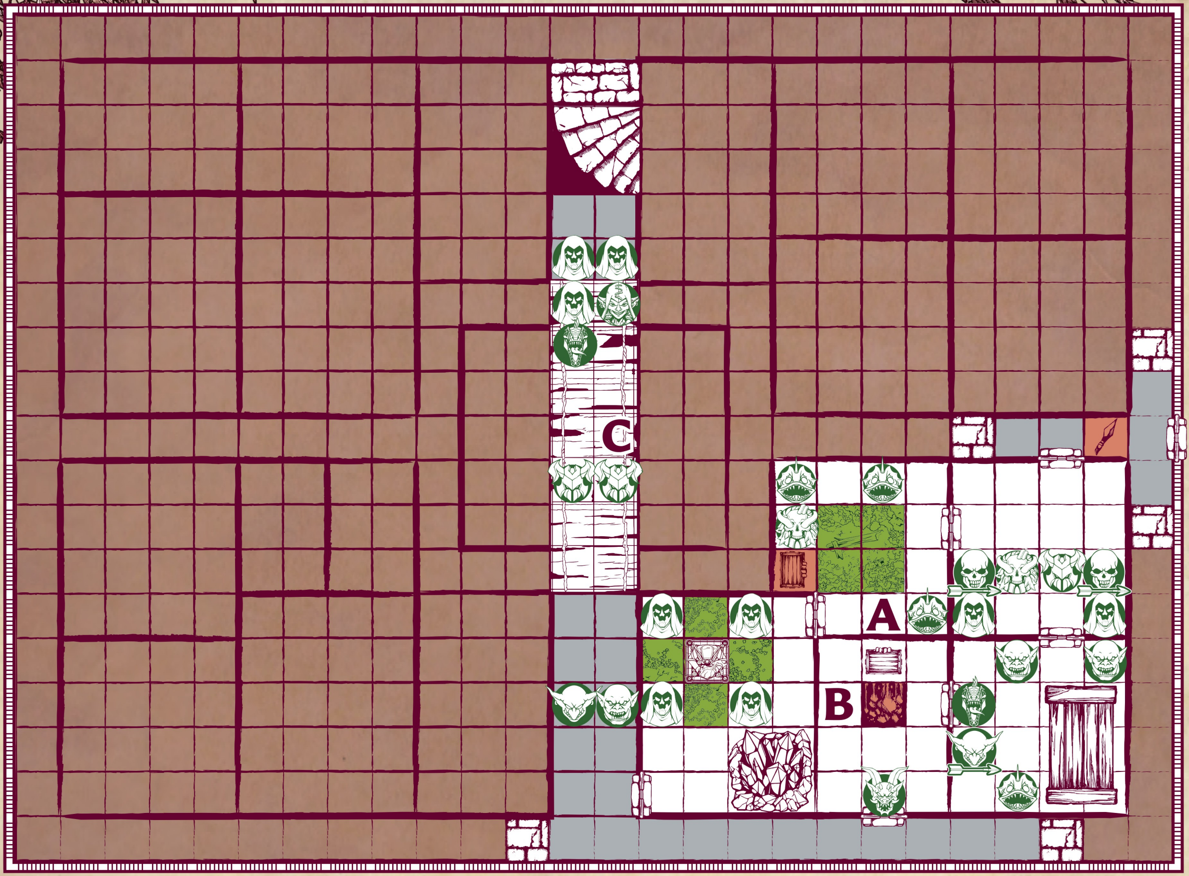

Spells, skills, Mind Points, and Body Points are not restored when the heroes cross between Quests 15 and 16. The heroes may not visit the armory or alchemist's shop.

QUEST 15 - Path C

The Crossing

After vowing to sacrifice the ancient treasures to cure the jungle and banish all Dread from the land forevermore, you now find yourselves at the lip of a chasm seemingly endless in depth and darkness. It is what lies between you and the heart of the Dread blight, and you may shudder to realize the only way across is a perilous and weather-worn suspension bridge. The bridge is flanked by hordes of Zargon's underlings. Fight your way across and find the stairway that will deliver you to your final quest.

NOTES

The heroes begin at the entry door and must find their way onto the stairway to complete the quest and move on to Quest 16.

A. The chest is covered with corrosive slime. If a hero searches for treasure before the trap is disarmed, they lose 2 Body Points. The chest contains 200 gold coins and two *Potions of Healing*.

B. The Gargoyle's chest contains 200 gold coins, one *Spiderstep Elixir*, and two *Potions of Healing*.

C. A rope bridge hangs over a vast chasm. If a hero moves onto a square of the rope bridge during their turn, they must roll one red die. They make this roll ***once*** per turn. If they begin their turn on a rope bridge square and do not move onto another rope bridge square, they do not have to roll.

1-2: The hero loses their footing and slips! Their turn immediately ends as they cling for dear life. They cannot take any actions or defend against attacks until the start of their next turn.

3-6: The hero steps nimbly and may continue their movement (if they have movement remaining).
Monsters and heroes under the effects of a *Spiderstep Potion* are not affected by the rope bridge

Bakabri the Cruel guards the bridge. Use the Goblin Warlock miniature to represent him.

Bakabri the Cruel

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3* dice	4 dice	4	5

*Bakabri may choose to fire at range at any hero in his line of sight.

He knows the following Dread spells: Creeping Grasp, Channel Dread, and Lightning Bolt.

Proceed to Quest 16 on page 43.

Wandering Monster in the Quest: Dread Warrior

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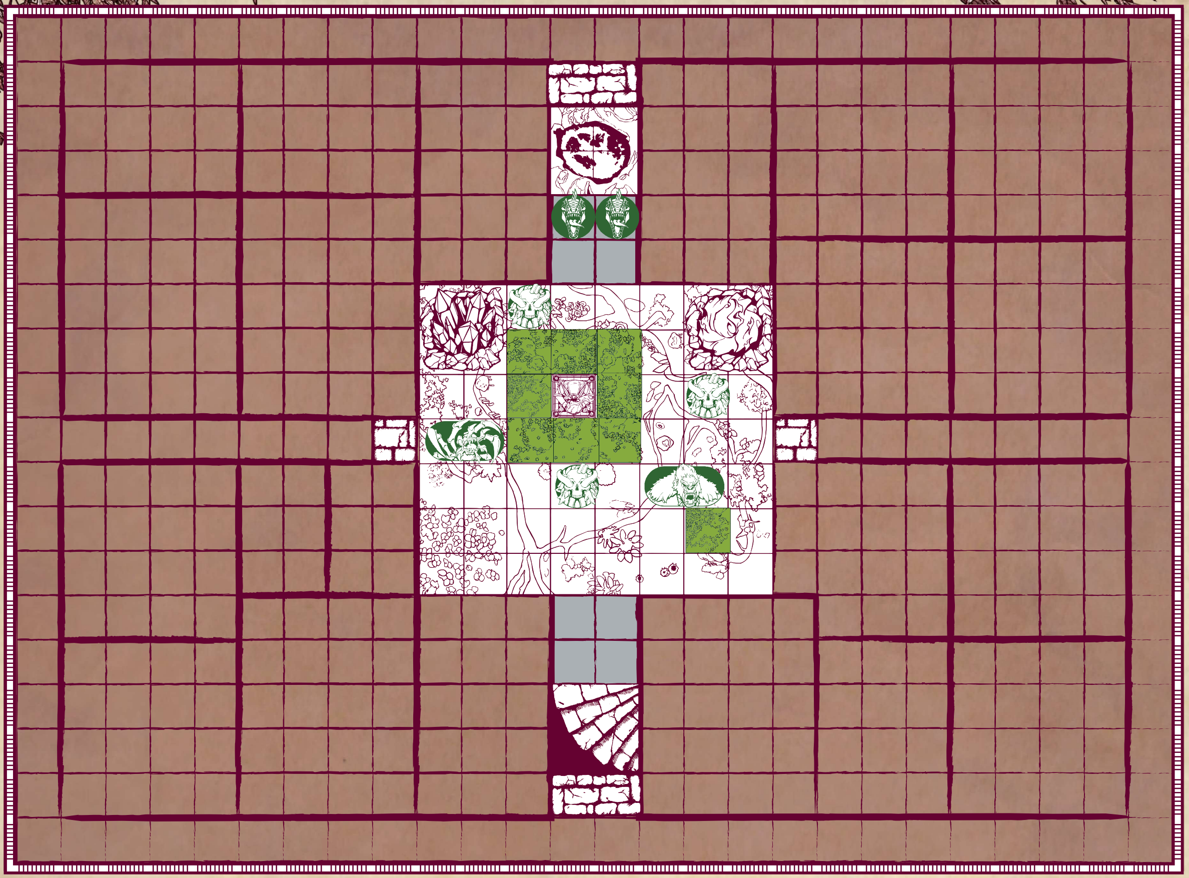

Spells, skills, Mind Points, and Body Points are not restored when the heroes cross between Quests 15 and 16. The heroes may not visit the armory or alchemist's shop.

QUEST 16 - Path C

The Crowning

The planar rift pulses before you, its parasitic tendrils leeching onto the surrounding jungle. In one swift and gigantic motion, Zargon's last line of defense turns to regard you — and your hearts sink. The wall of monsters and blighted flora is, in a word, impenetrable. Your foes so greatly outnumber you that there is not a whisper of hope for victory. But what's that sound? The chattering of an approaching army of plantfolk led by… none other than Revelroot! They let out a passionate war cry and charge toward the fray, flanked by their entire tribe! If they can engage Zargon's forces for a little longer, you may have just enough time to crown the Sapphire Skull with the Emberwrought Diadem and hurl them both into the yawning rift — ending this madness once and for all!

NOTES

At the end of Zargon's turn, the planar rift creates one monster. Place that monster on any unoccupied square within 5 squares of the planar rift. Zargon, you may place one of the following monsters (if available): Raptor, Skullblight, Zombie, or Skeleton. This effect continues until the planar rift is destroyed. When that occurs, all monsters on the board are instantly defeated and removed from the board.

A hero with the *Emberwrought Diadem* and *Sapphire Skull* may take an action while adjacent to the planar rift to hurl the artifacts into the rift. Alternatively, a hero holding both artifacts could move into the planar rift, sacrificing themselves — but that hero would be forever lost.

If both artifacts enter the planar rift, read the following aloud:

"Light spills from the rift along a spidering seam in its center — as your eyes follow, the fissure quickly widens, the light from the rupture growing blindingly bright. Ash falls on your shoulders as the ruins and rubble shift and crumble under the pressure of this planar abnormality. You catch a glimpse of the *Emberwrought Diadem* and *Sapphire Skull* shimmering in the rift, fusing together in a flash of light before a sound like roaring thunder crashes down and the planar rift is sealed. In a blink, it vanishes, and a soft, warm glow covers the jungle floor. You watch in amazement as the crystalline growths seem to melt away, leaving behind lush greenery."

Turn to page 46 and read Conclusion C.

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Conclusion A

Read after completing Quest 12.

Falling ash alights on your shoulders as the echoes of the thunderous explosion subside. After you hurled the Emberwrought Diadem into the rift, the tear in the fabric of reality was finally sealed. Delthrak is forever free of Zargon's future Dread manipulation — you watch as the vibrant glow of the crystalline lichen dims around you. Still, the impact of the blight lives on; you've cauterized the wound, but the scars remain. Strange monsters still lurk in the verdant expanse, and they'll need to be vanquished if the dwarven people are to continue living here. It will take time for the Kellar's Keep refugees to reestablish their foothold here — but they can breathe a sigh of relief knowing the parasitic blight can no longer spread through the land.

As thanks for your heroism and boldness, you are awarded with 1,200 gold coins. Word has already spread of your deeds; the dwarven people living here have proclaimed you as allies, friends, and champions. Tales of your exploits will ring in their halls for centuries to come!

Zargon no doubt seethes and plots in the dark reaches of the land as he rues your ruination of his plans. But he is not without faithful servants; like the many-headed serpent of legend, for each head you cut free, two more grow to take its place. Remain vigilant, heroes — Zargon's forces await you in the shadows.

For now, the storm has abated. Tomorrow, the dwarven community will begin to rebuild their home — but tonight, we feast and give thanks to you, heroes, brave ones who risked their very lives to stem these Dread gales! Rejoice, heroes of Delthrak!

Mentor

Conclusion B

Read after completing Quest 14.

You stand victorious in the ruins of the stone court! The great beast demolished the mausoleum in a thunderous crash as it fell, defeated. You watch in awe as the Dread blight dissolves around you — the crystalline growths melting in a burning glow of warm light, leaving behind lush, verdant vegetation. Soft rain cascades down, blurring your vision as the sun yet shines in the sky, warming you to your bones. In the place of crystal growths, vibrant lilies the shade of plums sprout and bloom with twinkling light — a lingering legacy of the netherbloom lily's magic.

You spy a figure at the edge of the tree line — the Witch of the Wyrd! You see the glimmer of a smile cross her face, but just as soon as you lay eyes on her she steps into shadow and vanishes; perhaps an illusion all along, your tired mind playing tricks.

The jungles of Delthrak have been healed; all around you, the Dread blight dissipates. You listen in rapt attention to the twittering of birds in the canopy above, the sound of fresh and clean running water, sounds you hadn't realized were missing until now. Indeed, you've freed Delthrak from its blight today — but the dwarven people must remain ever vigilant for signs of another Dread infestation at the site of the planar rift. Even now, he could be plotting his next encroachment on these flourishing lands.

Still, this is a time to celebrate. Today, you have made great strides against our enemy! The dwarven people award you for your heroism, granting you 800 gold coins. Word has already spread of your deeds; the dwarven people living here have proclaimed you as allies, friends, and champions. Tales of your exploits will ring in their halls for centuries to come!

Zargon no doubt seethes and plots in the dark reaches of the land as he rues your ruination of his plans. But he is not without faithful servants; like the many-headed serpent of legend, for each head you cut free, two more grow to take its place. Remain vigilant, heroes — Zargon's forces await you in the shadows.

For now, the storm has abated. Tonight, we feast and give thanks to you, heroes, brave ones who risked their very lives to stem these Dread gales! Rejoice alongside Delthrak!

Mentor

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Conclusion C

Read after completing Quest 16.

You blink away from the sudden sunshine that bounces off your gleaming armor and the glittering greens of the jungle as the echoes of the thunderous explosion subside. After you hurled the Emberwrought Diadem and Sapphire Skull into the rift, the tear in the fabric of reality was finally sealed, and the Dread scars of the blight are already fading fromthe flora and fauna that surround you. You watch in awe as the Dread blight dissolves — the crystalline growths melting in a burning glow of warm light, leaving behind only lush, verdant vegetation. Soft rain cascades down, blurring your vision as the sun yet shines in the sky, warming you to your bones. You listen in rapt attention to the twittering of birds in the canopy above, the sound of fresh and clean running water; sounds you hadn't realized were missing until now.

Heroes, you've done it. Together, you have thwarted Zargon's plans, cast out his minions, and destroyed the parasitic blight that suffocated these beautiful lands. Your bravery, cunning, and mettle are without question! As thanks for your bravery, kindness, and sacrifice, the dwarven people and Revelroot's tribe bestow you with gifts. The dwarves award you 1,400 gold coins, as well as the Girdle of Might, an artifact they recovered from their expedition to the vaults of Kadum-Thrak. The plantfolk bequeath to each of you one potion of your choice from the alchemist's shop.

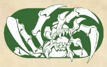
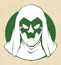
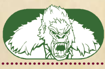
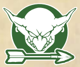
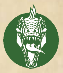
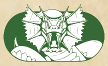
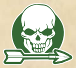
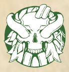
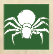
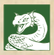
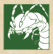
You have been a uniting force for those living in the jungle; the dwarves and plantfolk have come together, offering each other trade and friendship in the wake of Zargon's encroachment. Word has already spread of your deeds; the dwarven people and plantfolk alike have proclaimed you as allies, friends, and champions. Tales of your exploits will ring in their halls for centuries to come!

Zargon no doubt seethes and plots in the dark reaches of the land as he rues your ruination of his plans. But he is not without faithful servants; like the many-headed serpent of legend, for each head you cut free, two more grow to take its place. Remain vigilant, heroes — Zargon's forces await you in the shadows.

For now, the storm has abated. Tonight, we feast and give thanks to you, heroes, brave ones who risked their very lives to stem these Dread gales! Rejoice heroes — no, legends — of Delthrak!

Mentor

Monsters of the Jungle

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points	Special Ability
Blightcrawler		7	4	4	3	4	Spawn. Agile. Venomous.
Blightweaver		7	2	2	1	2	Dread Spells: Channel Dread and Creeping Grasp.
Giant Ape		8	4	3	7	5	Agile.
Goblin Archer		10	2(1)*	1	1	1	Ranged.
Raptor		8	3	2	2	3	Clever Tactician.
Serpent		8	4	3	6	3	Spawn. Venomous.
Skeleton Archer		6	2(1)*	2	1	0	Ranged.
Skullblight		6	3	2	2	0	Entangling Roots.
Spawnling**	  	3	0	0	1	0	Venomous. Agile.

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Monster Notes

*Ranged Enemies

When Zargon has the option to place a monster on the board, they may place a standard monster or a ranged version of that same monster type (in this quest pack, that means Skeletons and Goblins). A ranged monster rolls Attack dice equal to their standard attack score against any non-adjacent target in their line of sight. If their target is adjacent, they roll 1 Attack die.

**More on Spawnlings

If a hero ends their turn with a Spawnling tile on their card, they take 1 Body Point of damage for each Spawnling tile on their card. This damage cannot be defended against. They are small creatures and do not block line of sight.

Special Abilities

Some of the monsters in Jungles of Delthrak have special abilities.

Spawn

At the end of each hero's turn, each active monster with the Spawn ability can do one of the following special actions:

- Create one new Spawnling on an unoccupied square adjacent to the spawning monster (if you have the corresponding tile available).

  OR

- Take the movement of all active Spawnlings of its type.

For example, say the heroes are fighting a Serpent. At the end of the Barbarian's turn, that Serpent chooses to create a new Spawnling. Place a Serpent Spawnling tile adjacent to the Serpent miniature. The Dwarf then takes their turn.

At the end of the Dwarf's turn, the Serpent chooses to move all active Spawnlings, and is able to move that new Spawnling tile onto the square occupied by the Elf. The Spawnling tile is placed on the Elf's hero card. Now, at the end of the Elf's turn, they will take 1 Body Point of damage from that Spawnling.

Venomous

If a hero takes damage from a Venomous creature, they become paralyzed. While paralyzed, they are unable to take their movement but may still perform actions. The hero can end the effect at once by rolling one red die. On a roll result of 5 or 6, they resist the venom. Otherwise, place a venom token on that hero's card. The effect ends at the end of their next turn.

Agile

These monsters can move unaffected through squares containing hindering terrain, furniture, and heroes as if they were not there.

Clever Tactician

These monsters may move before **and** after taking an action. They roll 1 additional Attack die when targeting a hero adjacent or diagonal to another monster.

Entangling Roots

If a hero enters a square adjacent to a monster with this ability, their movement immediately ends. Obstructions such as walls and closed doors block this effect. A hero may not enter a square with this effect that they could not end their movement on.

More on Monsters

Skullblight

These shambling undead beings are animated by the Dread blight. Some are former inhabitants of the jungles, or those who have fallen defending it. They can be destroyed by Holy Water.

Blightweaver

Dread cultists who cultivate and spread the Dread blight. They'll do anything to expand their master's reach.

Blightcrawler

These foul creatures are borne of Dread sorcery and harbor a fierce hatred for the living. Their dagger-like teeth secrete paralyzing venom, and they're able to quickly produce skittering spawn.

Serpent

Found in lowland swamps and the dense underbrush of the jungle, these viviparous creatures are venomous and quick. The Dread blight has warped their nature, causing them to viciously attack all they see.

Raptor

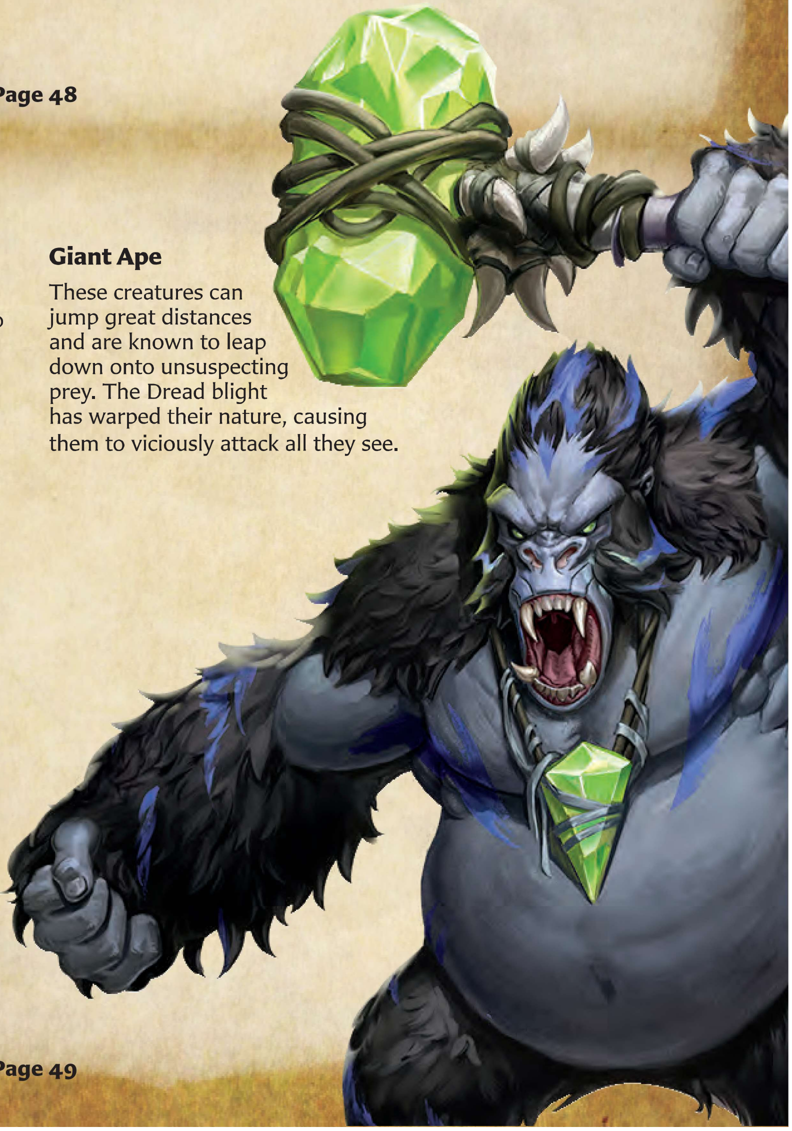
These fierce and deadly creatures are native to the jungles of Delthrak. The Dread blight has warped their nature, causing them to viciously attack all they see.

Spawnling

These small and bloodthirsty creatures are the spawn of treacherous monsters of the jungle lands and have several varieties. They latch onto unsuspecting passersby.

Giant Ape

These creatures can jump great distances and are known to leap down onto unsuspecting prey. The Dread blight has warped their nature, causing them to viciously attack all they see.



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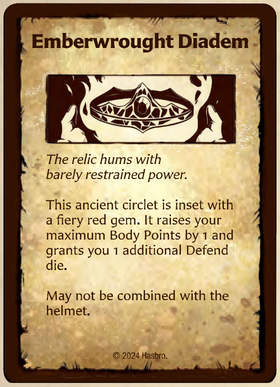
Treasure and Artifact Reference



Emberwrought Diadem

The relic hums with barely restrained power.

This ancient circlet is inset with a fiery red gem. It raises your maximum Body Points by 1 and grants you 1 additional Defend die.

May not be combined with the helmet.

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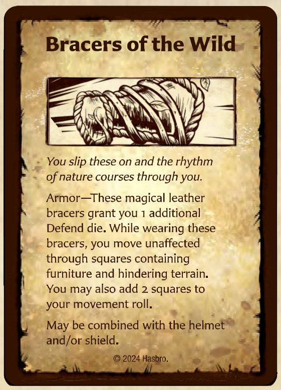

Bracers of the Wild

You slip these on and the rhythm of nature courses through you.

Armor—These magical leather bracers grant you 1 additional Defend die. While wearing these bracers, you move unaffected through squares containing furniture and hindering terrain. You may also add 2 squares to your movement roll.

May be combined with the helmet and/or shield.

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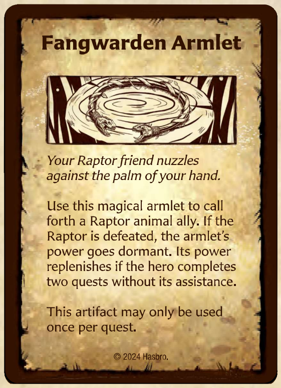

Fangwarden Armlet

Your Raptor friend nuzzles against the palm of your hand.

Use this magical armlet to call forth a Raptor animal ally. If the Raptor is defeated, the armlet's power goes dormant. Its power replenishes if the hero completes two quests without its assistance.

This artifact may only be used once per quest.

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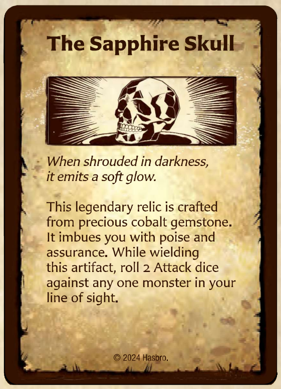

The Sapphire Skull

When shrouded in darkness, it emits a soft glow.

This legendary relic is crafted from precious cobalt gemstone. It imbues you with poise and assurance. While wielding this artifact, roll 2 Attack dice against any one monster in your line of sight.

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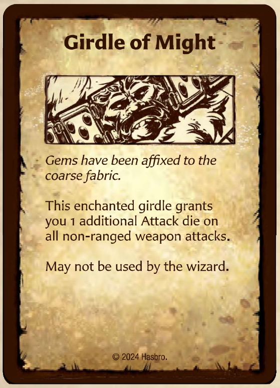

Girdle of Might

Gems have been affixed to the coarse fabric.

This enchanted girdle grants you 1 additional Attack die on all non-ranged weapon attacks.

May not be used by the wizard.

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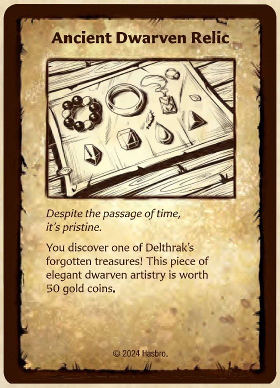

Ancient Dwarven Relic

Despite the passage of time, it's pristine.

You discover one of Delthrak's forgotten treasures! This piece of elegant dwarven artistry is worth 50 gold coins.

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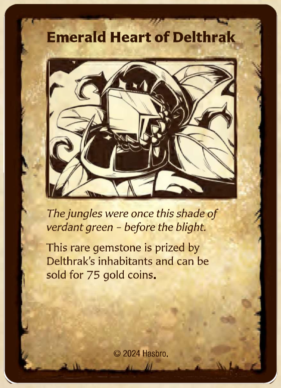

Emerald Heart of Delthrak

The jungles were once this shade of verdant green – before the blight.

This rare gemstone is prized by Delthrak's inhabitants and can be sold for 75 gold coins.

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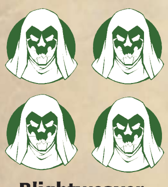
Items in the quests with corresponding cards found in the HeroQuest Game System:

- Battleaxe
- Borin's Armor
- Chainmail
- Crossbow
- Elixir of Life
- Fortune's Longsword
- Holy Water
- Longsword
- Phantom Blade
- Ring of Fortitude
- Shield
- Wizard's Staff

Design Your Own Quest Adventures

Design your own exciting quests! Mark the map with the various monster, furniture, and trap symbols. Then write a short paragraph to explain the adventure, and you're ready to play.

Simply photocopy or scan and print symbols shown below, cut them out, and use them to design your own games. Permission is granted to reproduce this document for personal use. You may use these components in any way that you can imagine.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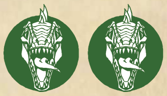
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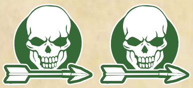
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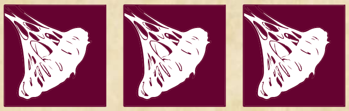
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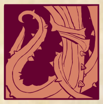
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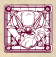
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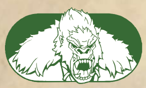
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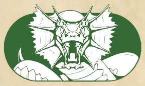
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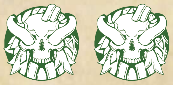
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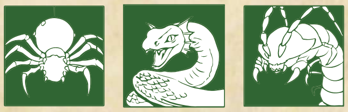
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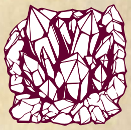
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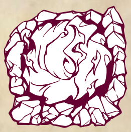
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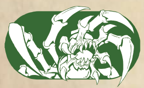
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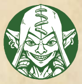
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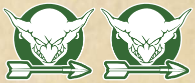
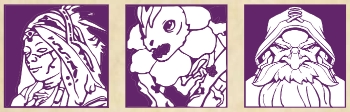
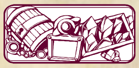

Goblin Archer


Strangers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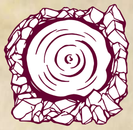
Pool of Water

1/18/24 12:20 PM

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Let digital Zargon guide you through your HeroQuest adventures!

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- Controls enemies onscreen.
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Special thanks to Levi Combs for Jungles of Delthrak design contributions.

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